

National Imagery Transmission Format Standard

TUTORIAL

**Prepared by:
Joint Interoperability Test
Command**

**Updated:
22 June 2006**

TUTORIAL OUTLINE

- A. BACKGROUND**
- B. FORMAT OVERVIEW**
- C. DIGITAL IMAGERY CONCEPTS
(Overview)**
- D. FORMAT DETAILS**
- E. COMPRESSION**
- F. ANNOTATION**
- G. EXTENSIONS**
- H. PRODUCTS**
- I. WRAP-UP**

BACKGROUND

- **NITFS HISTORY**
- **STANDARDS COMMITTEES**
- **RELATED STANDARDS EFFORTS**
- **NITFS EVOLUTION STRATEGY**
- **NITFS OBJECTIVES**
- **NITFS OPERATIONAL CONCEPT**
- **NITFS SUITE OF STANDARDS**
- **NITFS TEST AND EVALUATION PROGRAM**

NITFS HISTORY

- 1989 - NITF 1.1 published and disseminated for general use (March)
- 1990 - NITF Certification Test Facility (CTE) established
- 1991 - NITF began conversion to Department of Defense Standards,
name changes to NITFS (NITF Standard)
- 1993 - Completed development and validation of NITF V2.0
- 1994 - Certification testing of NITF V2.0 systems & software
- 1995 - Began development of: MIL-STD-2500B NITF V2.1, ISO 12087-5 BIIF, and STANAG 4545 NSIF 1.0
- 1998 - ISO 12087-5 BIIF approved as an international standard (Feb.)
 - NITF V2.1 (2500B) certification testing begins (Oct.)
 - STANAG 4545 NSIF ratified (Dec)
- 2000 - ISO/IEC 15444 JPEG 2000 Part 1
- 2002 - ISO Profile of BIIF for NSIF/NITF
- 2004 - ISO Profile of JPEG 2000 for BIIF/NSIF/NITF

STANDARDS COMMITTEES

- **ISO/IEC JTC 1 - Information Technology**
 - SC 24 - Computer graphics, image processing and environmental data representation
 - WG 7 - Image Processing and Interchange
- **American National Standards Institute (ANSI)**
 - InterNational Committee for Information Technology Standards (INCITS)
 - H3 - Computer Graphics and Image Processing
- **NATO Air Force Armaments Group**
 - Joint Intelligence Surveillance and Reconnaissance Capability Group (JISRCG)
 - ISR STANAG Custodial/Technical Support Teams
- **Information Technology Standards Committee (ITSC)**
 - Geospatial Intelligence Working Group (GWG)
 - NITFS Technical Board (NTB)
 - Format Working Group (FWG)
 - Bandwidth Compression Working Group (BWCWG)
 - Metadata Profile Working Group (MPWG)

RELATED STANDARDS EFFORTS

- [ISO/IEC 12087-5](#) Basic Image Interchange Format (BIIF)
- [STANAG 4545](#) NATO Secondary Imagery Format (NSIF)
- [STANAG 7074](#) Digital Geographic Information Exchange Standard (DIGEST)
- Open Skies Treaty (BIIF Profile)
- Spatial Data Transfer Standard (SDTS), Part 5 (Raster Profile)
- Commercial Satellite Data Product Specifications
- Airborne Data Product Specifications
- Implementation Practices of the NITFS (IPON)

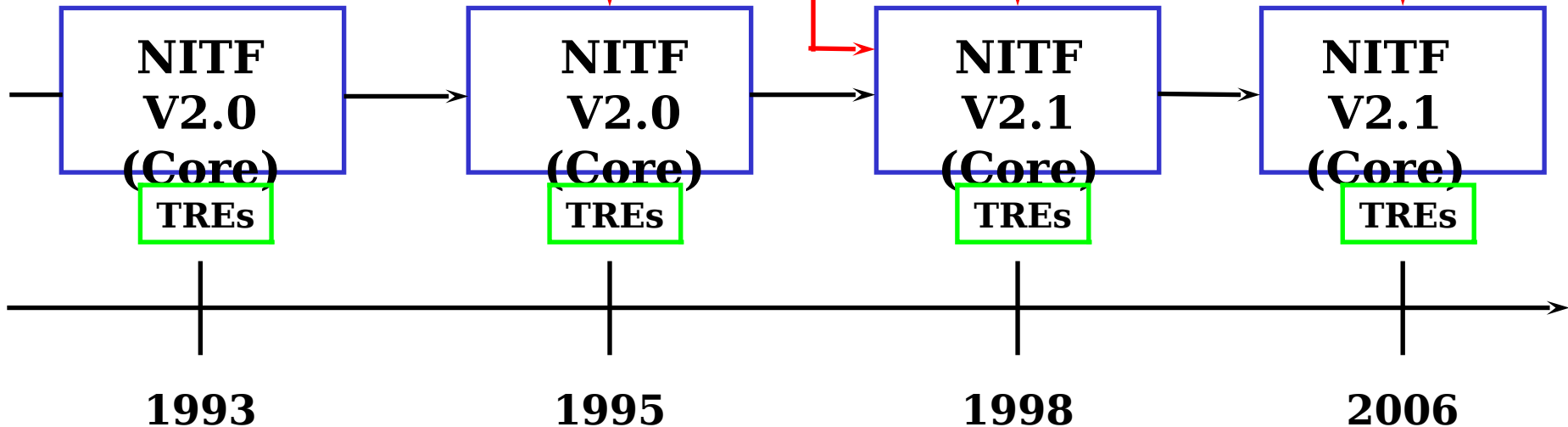
NITFS EVOLUTION STRATEGY

Additional Features

- 12-Bit Pre/Post JPEG
- Lossless JPEG
- Down sample JPEG
- Pad Pixels
- Overflow DES
- Year 2000
- E/O Security
- Multispectral
- TFS
- VQ

Additional Features

- JPEG 2000
- Moving Target Report DES
- Other forthcoming DESs
- Replacement Sensor Model (RSM)



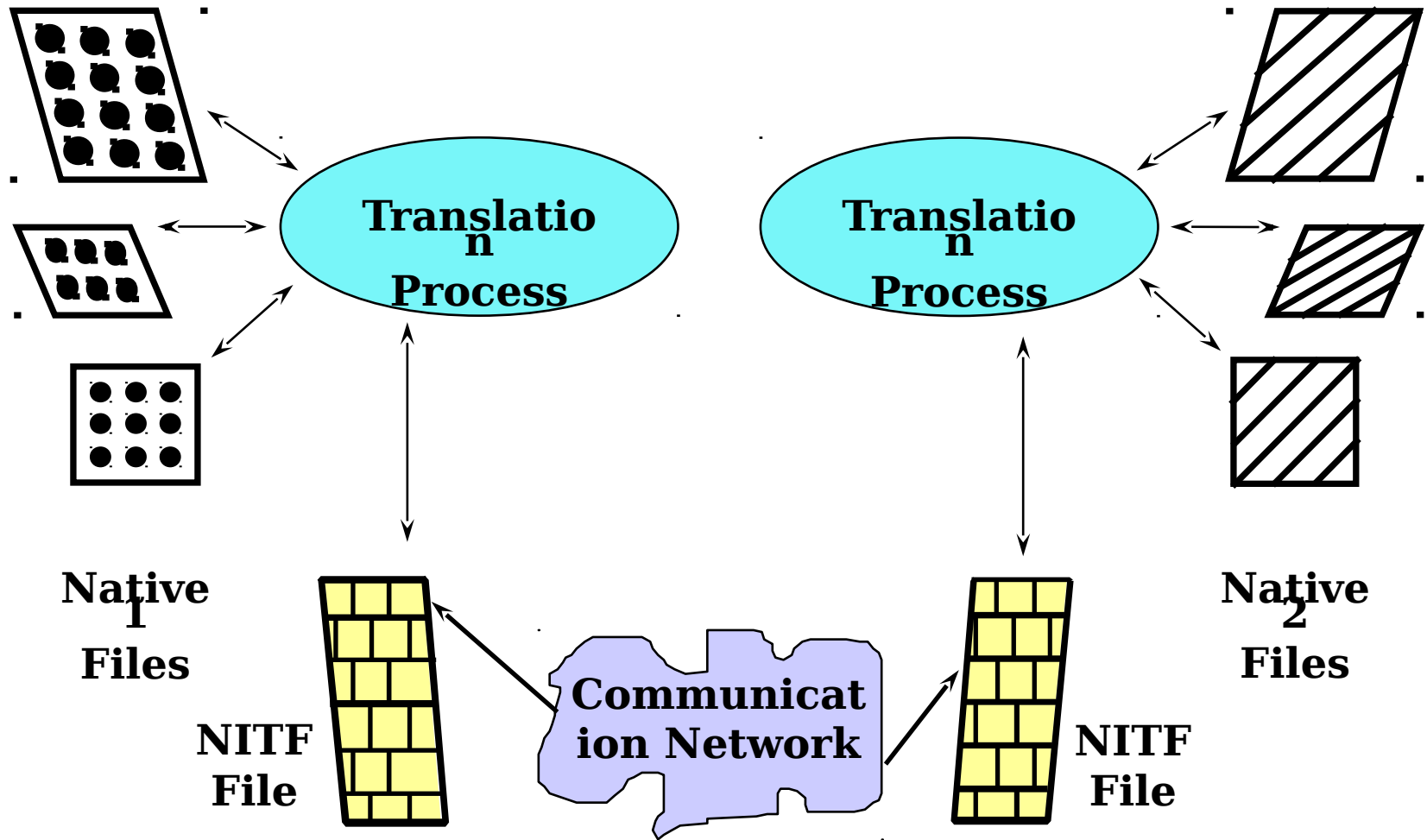
NITFS OBJECTIVES

- To provide a means for diverse systems to share imagery & associated data.
- To enable systems to exchange comprehensive information in a single file to users with diverse needs & capabilities.
- To enable users to select only data items that correspond with their needs & capabilities.
- To minimize the cost & schedule required to achieve the capability to share imagery & associated data.

NITFS OPERATIONAL CONCEPT

- Data interchange between systems is potentially enabled by a cross-translation process.
- Systems only need to comply with one (vice many) external formats.
- Systems will have the capability to translate internal representation for data to and from the NITF file format.
- Systems will have the capability to exchange with one or more recipients using: Tactical Communication Protocol (TACO2), TCP/IP, LAN/WAN, Command WANs, and/or Modem (asynchronous CD).

NATIVE MODE TO NITF



NITF V2.0 CORE SUITE OF STANDARDS

- **MIL-STD-2500A** National Imagery Transmission Format (NITF) (Version 2.0) for the National Imagery Transmission Format Standard (NITFS).
- **MIL-STD-2301** Computer Graphics Metafile for the National Imagery Transmission Format Standard (NITFS).
- **MIL-STD-188-196** Bi-Level Image Compression for the National Imagery Transmission Format Standard (NITFS).
- **MIL-STD-188-197A** Adaptive Recursive Interpolative Differential Pulse Code Modulation (ARIDPCM) Image Compression for the National Imagery Transmission Format Standard (NITFS).
- **MIL-STD-188-198A** Joint Photographic Experts Group (JPEG) Image Compression for the National Imagery Transmission Format Standard (NITFS).
- **MIL-STD-188-199** Vector Quantization Decompression for the National Imagery Transmission Format Standard (NITFS).
- **MIL-STD-2045-44500** Tactical Communications Protocol 2

NITF V2.1 CORE SUITE OF STANDARDS

- **MIL-STD-2500C** National Imagery Transmission Format (NITF)
(Version 2.1) for the National Imagery Transmission Format Standard (NITFS).
- **MIL-STD-2301A** Computer Graphics Metafile for the National Imagery Transmission Format Standard (NITFS).
(BIIF Profile for CGM)
- **MIL-STD-188-196** Bi-Level Image Compression for the National Imagery Transmission Format Standard (NITFS).
(Inactive)
- **MIL-STD-188-198A** Joint Photographic Experts Group (JPEG) Image Compression for the National Imagery Transmission Format Standard (NITFS). (Sunset)
- **BPJ2K01.00** BIIF Profile for JPEG 2000
- **MIL-STD-188-199** Vector Quantization Decompression for the National Imagery Transmission Format Standard (NITFS).

<http://164.214.2.5>

- **MIL-STD-2045-44500** Tactical Commu...

ADDITIONAL NITFS KEY DOCUMENTS

- **N-0105/98** National Imagery Transmission Format Standard (NITFS) Standards Compliance and Interoperability Test and Evaluation Program Plan Version 1.0
- **N-0106/98** National Imagery Transmission Format Standard (NITFS) Bandwidth Compression Standards and Guidelines
- **STDI-0002** The Compendium of Controlled Extensions (CE) for the NITFS
- **ISO/IEC 12087-5** Basic Image Interchange Format (BIIF)
- **ISO BIIF Profile** NATO Secondary Imagery Format (NSIF) Version 1.0
- **ISO/IEC 15444 Part 1** JPEG 2000
- **ISO/IEC 15444 Part 4** JPEG 2000 Compliance Testing

<http://www.gwg.nga.mil/ntb/>

NITFS TEST PROGRAM

Test Director:

- Mr. James A. Durham Jr.

Sponsor:

- National Geospatial-Intelligence Agency (NGA)

Objectives:

- Executive Agent for NGA Imagery-related Testing
- Standards Validation Testing
- Standards Conformance Testing
- Standards Based Interoperability Testing

Clients:

- DoD & Federal Agencies
- NATO
- Commercial Vendors

FREQUENTLY ASKED QUESTIONS...

Q. What exactly is NITFS Conformance Testing?

A. Conformance testing is a methodology that ensures all vendors and developers of imagery products interpret the NITF Standards in a uniform manner, thereby reducing the possibility of interoperability problems during system/product fielding.

Q. What does conformance testing reveal that can't be discovered by developmental or other testing performed in my own facility?

A. The NITFS Conformance Testing Program is universal. Vendors and developers around the world participate in the program. It would be impossible to expect every vendor or developer to interpret every specification in the same manner. Accordingly, the interpretations provided by NITFS CTF personnel provide the consistency and

MORE FREQUENTLY ASKED QUESTIONS...

Q. How much can I expect to pay for the JITC's NITFS Conformance Testing services?

A. Exact costs for the JITC's services are test dependent and are beyond the scope of this document; however, a reasonably accurate "rule of thumb" estimation can be based on a charge of approximately \$5,400 per test day.

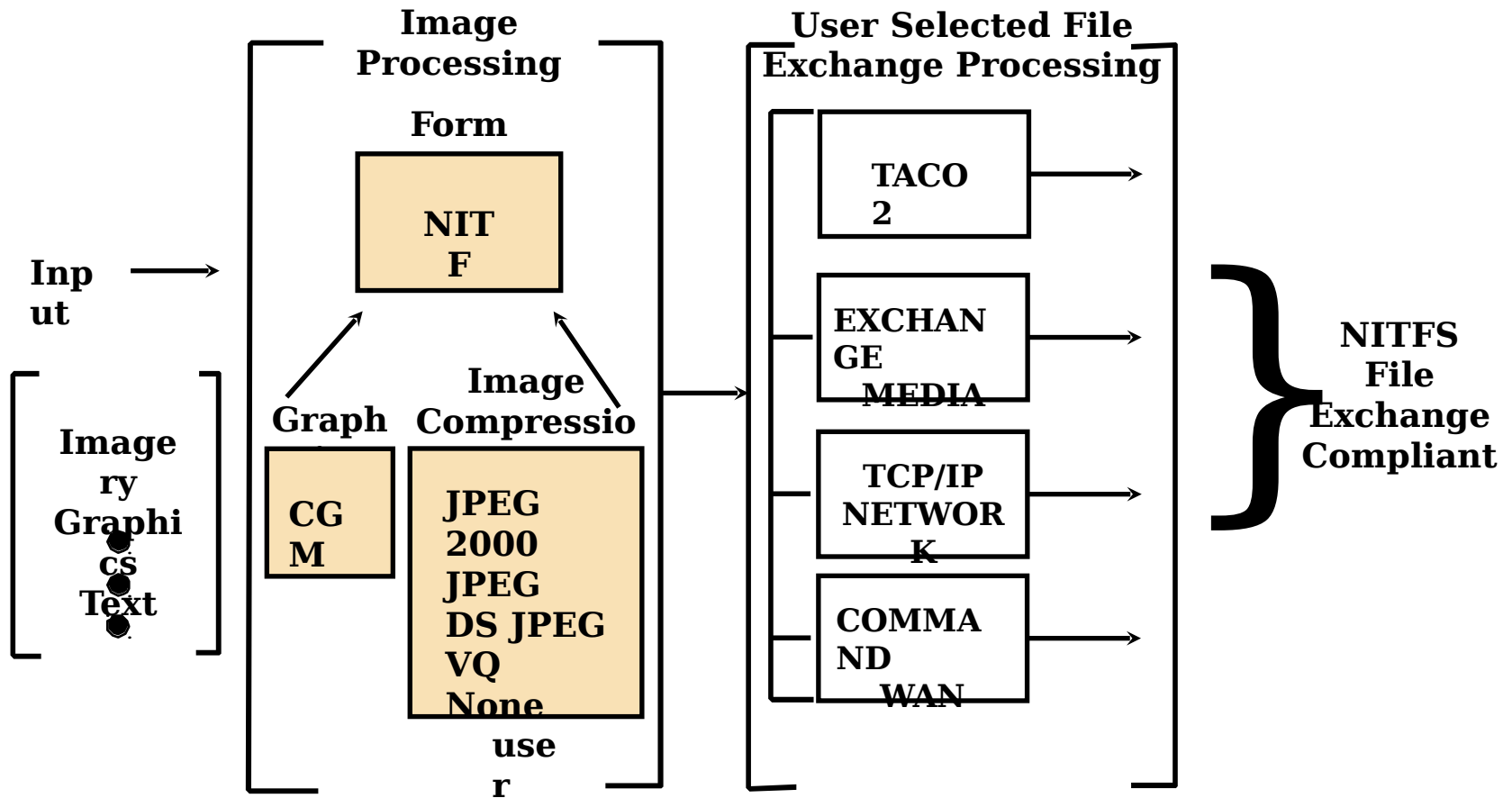
Q. How far in advance must I schedule a conformance test with the JITC?

A. Clients may call at anytime to discuss and schedule a test; however, the completed test forms and payment must be received prior to the test start date. Test periods are scheduled on a first-come, first-served basis, with exceptions and considerations available for bonafide emergencies or other unusual circumstances. Testing can usually be scheduled to begin within 6-10 weeks of a

FORMAT OVERVIEW

- **NITF FILE STRUCTURE**
 - Fixed Fields
 - Extensible Fields
 - Extensible Segments
- **VARIETY OF DATA SEGMENT TYPES**
 - Images
 - Graphics (Symbols)
 - Labels (Phased out)
 - Text
 - Data Extension Segments
 - Reserved Extension Segments

NITF COMPONENT RELATIONSHIPS



NITF FILE STRUCTURE

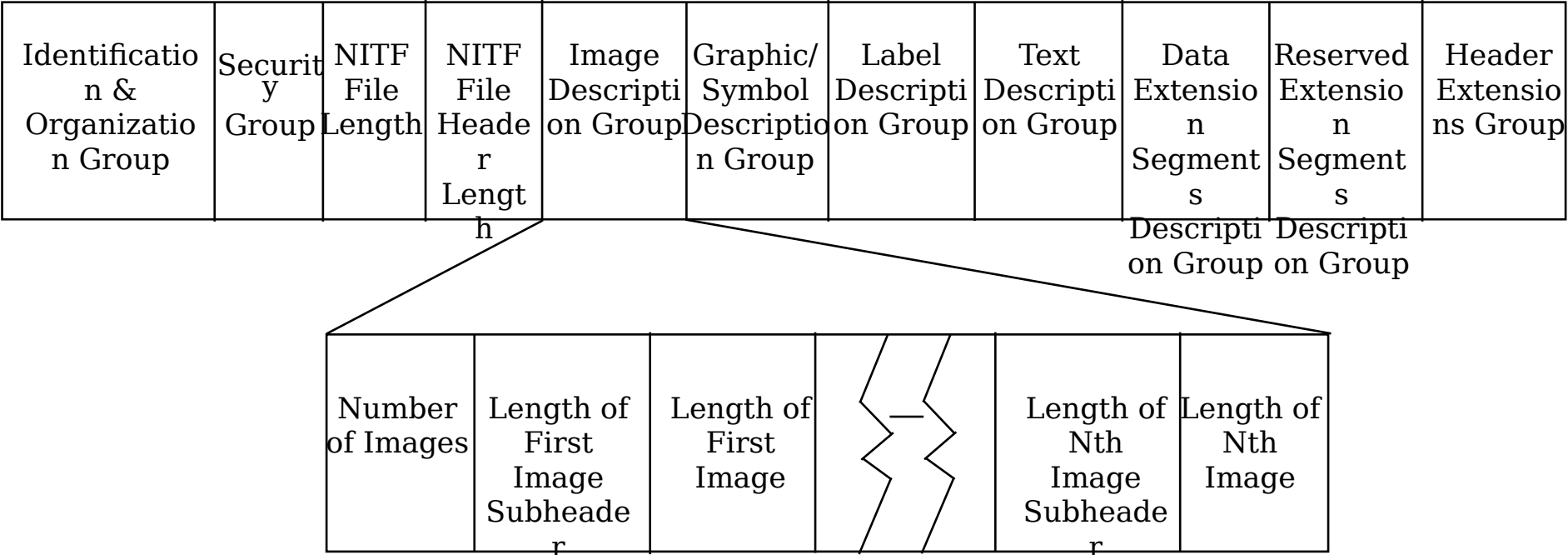
NITF V2.0 and NITF

V1.1						
NITF File Header	Image Segments	Symbol Segments	Label Segments	Text Segments	Data Extension Segments	Reserved Extension Segments

NITF

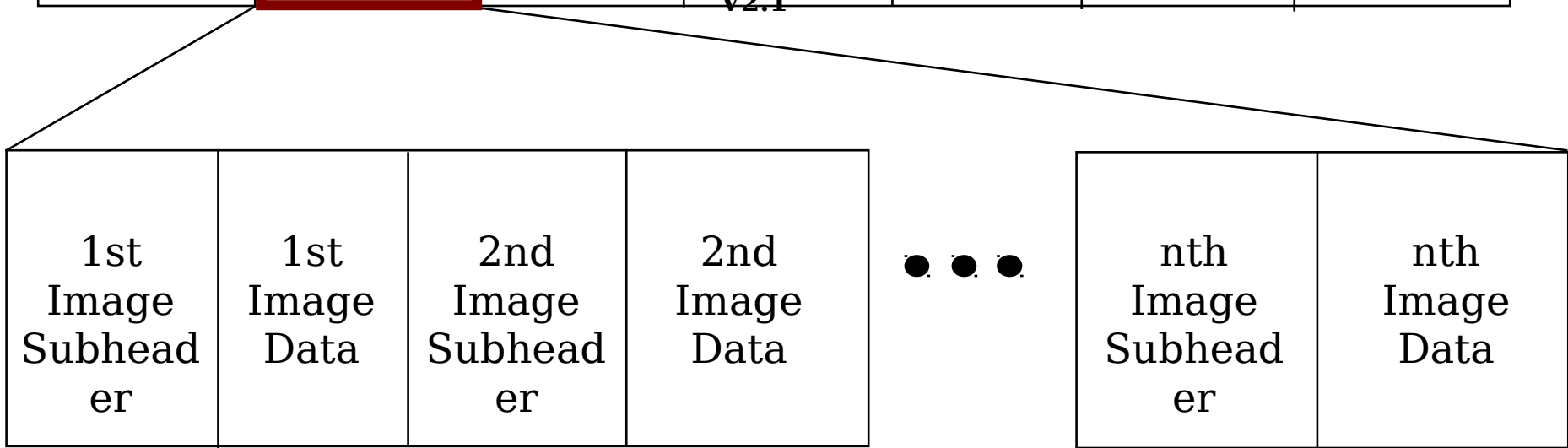
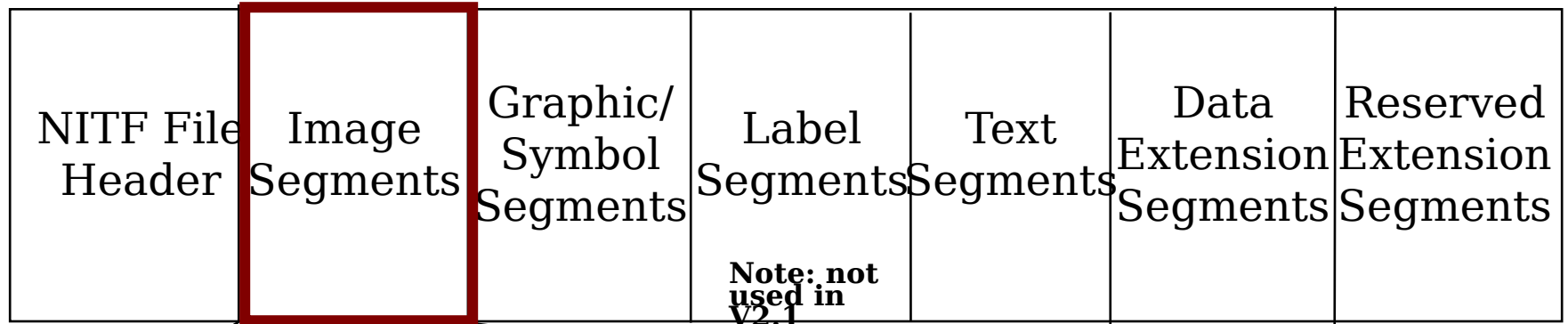
NITF File Header	Image Segments	Graphic Segments	Text Segments	Data Extension Segments	Reserved Extension Segments
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NITF FILE HEADER STRUCTURE

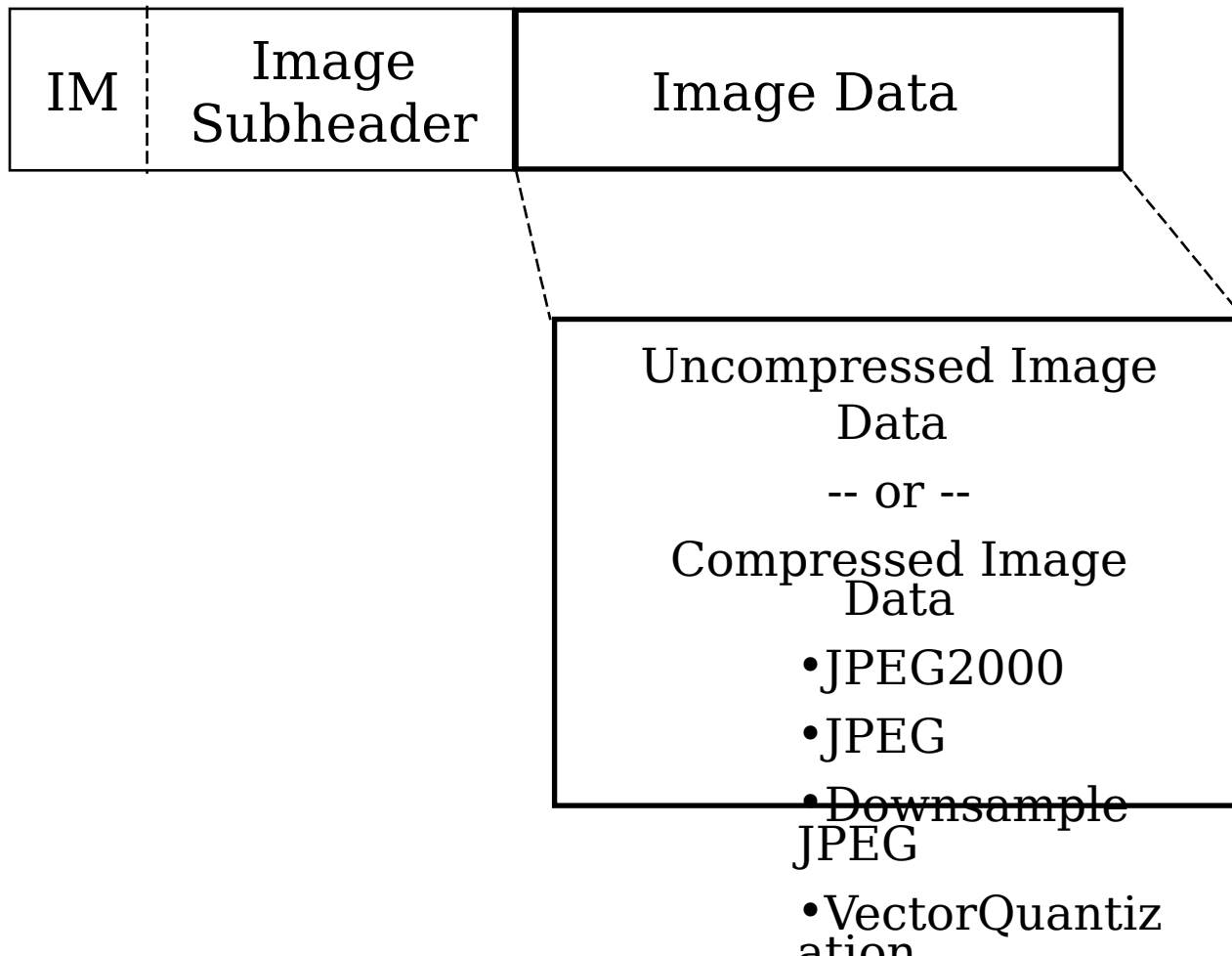


NOTE: Date/Time fields changed in NITF V2.1 for Y2K
Security Group fields changed in NITF V2.1 to
comply with EO 12958

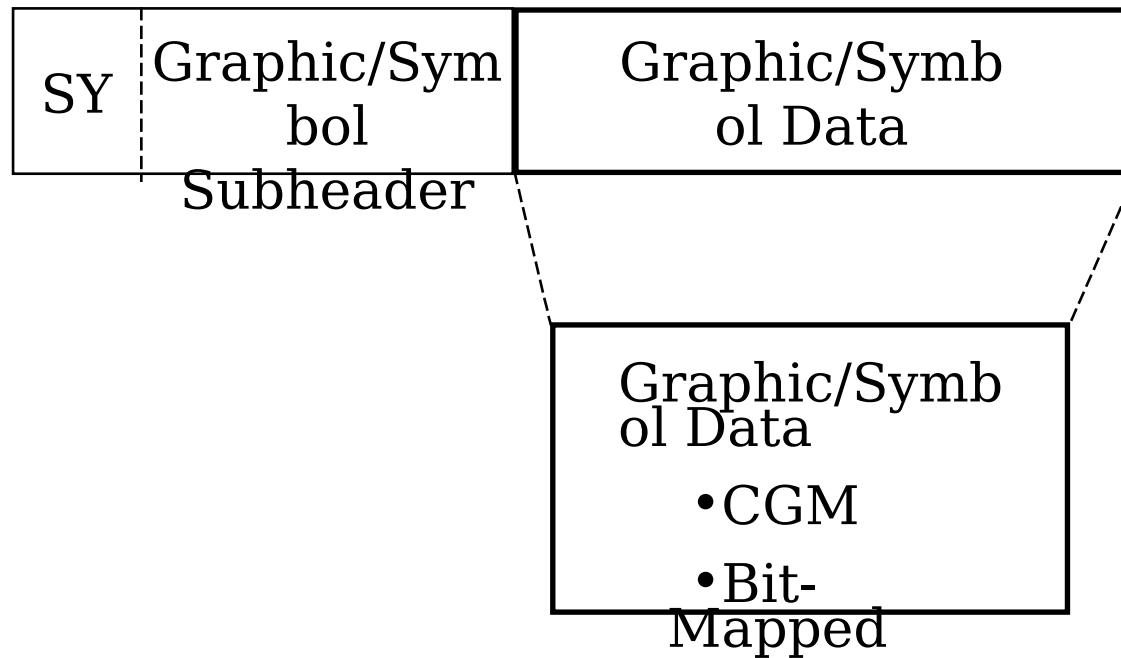
NITF IMAGE SEGMENT FILE STRUCTURE



NITF IMAGE SEGMENT FILE STRUCTURE (CONT'D)

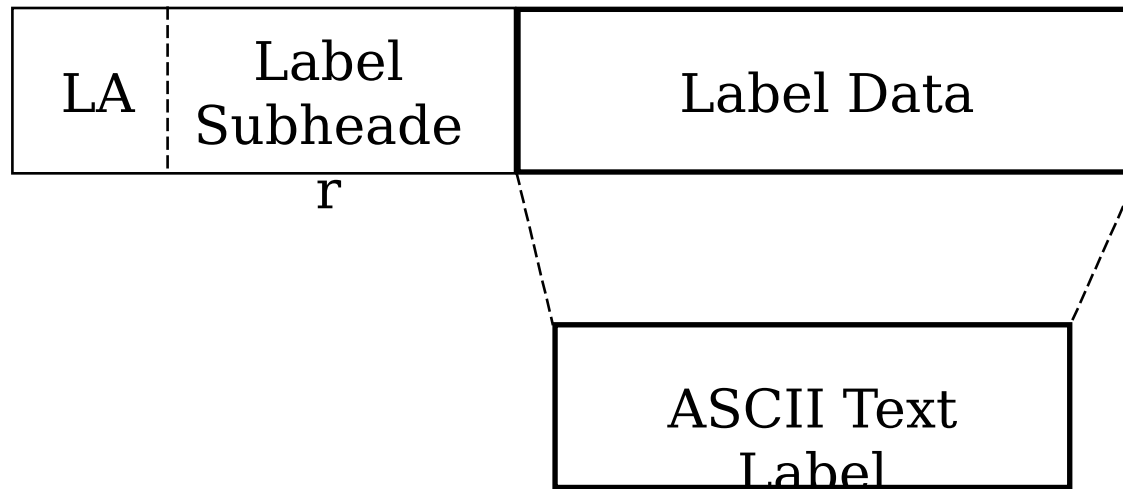


NITF SYMBOL SEGMENT FILE STRUCTURE



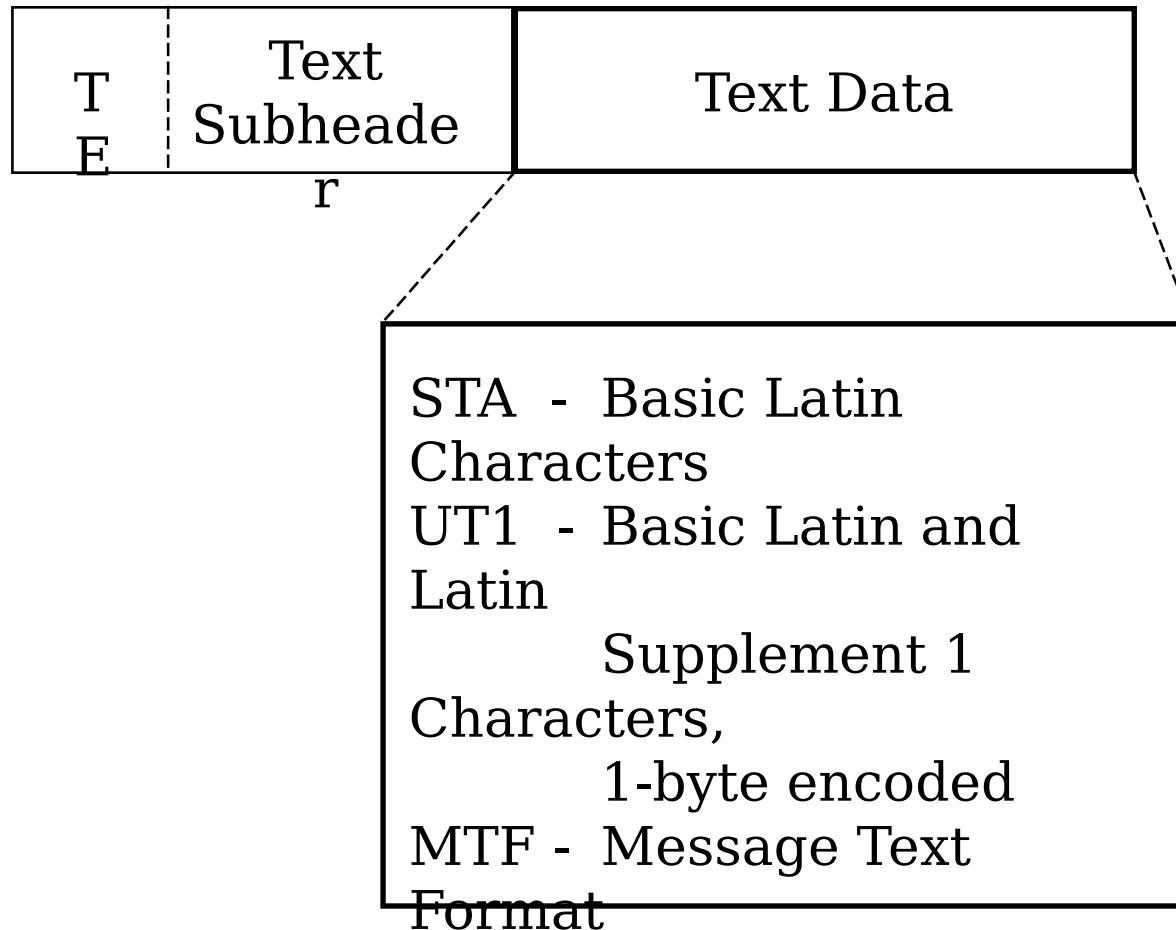
Note: Bit-Mapped symbols are not used in NITF V2.1

NITF LABEL SEGMENT FILE STRUCTURE



Note: Label Segments are not used in NITF V2.1

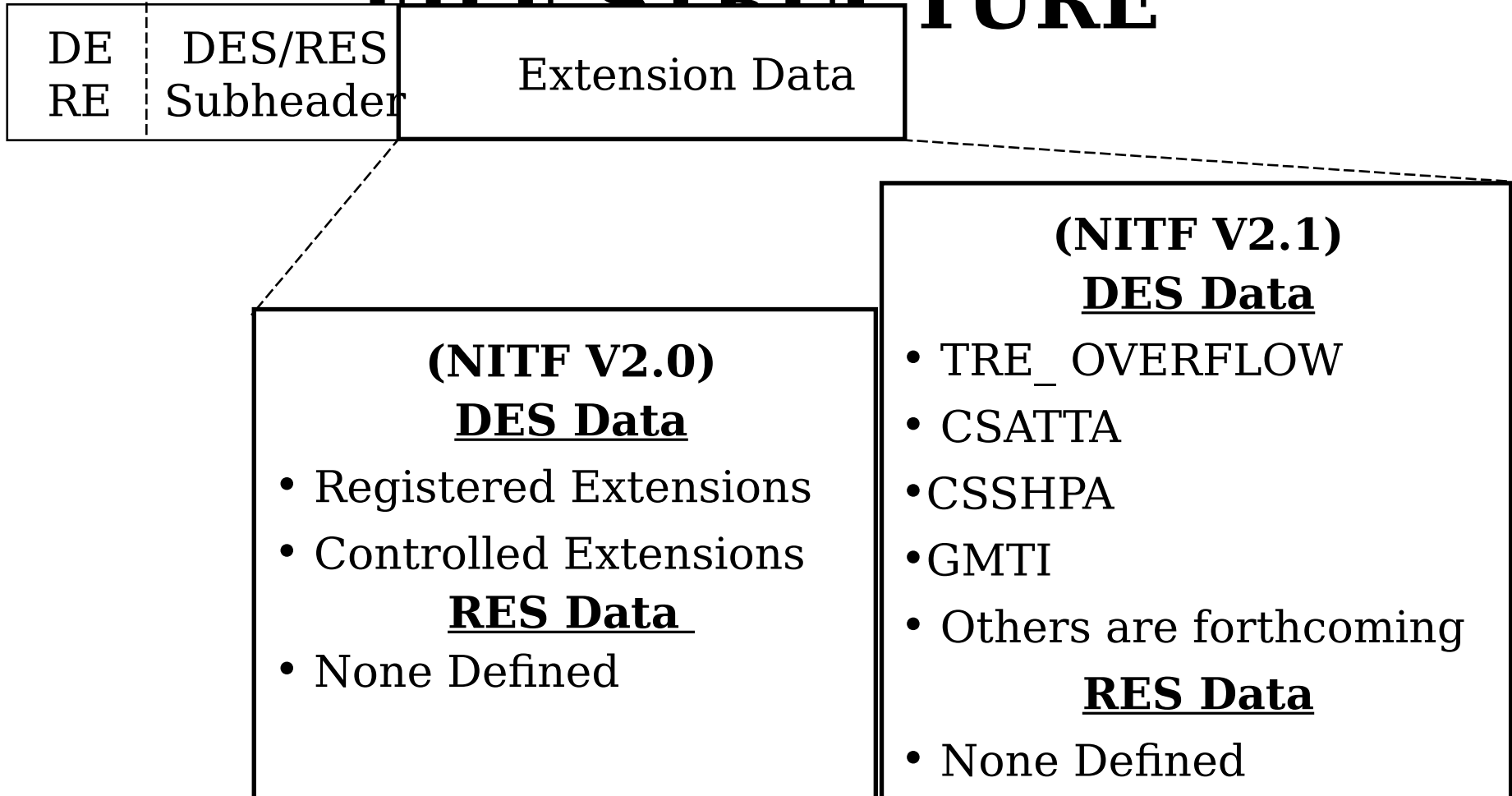
NITF TEXT SEGMENT FILE STRUCTURE



(MIL-STD-6040)

US - Basic Latin and US

NITF DATA/RESERVED EXTENSION SEGMENT (DES/RES) FILE STRUCTURE



DIGITAL IMAGERY CONCEPTS

NITFS Vocabulary:

- Rasters, Pixels, Etc.
- Blocking, Masking, and Interleaving
- Color Look-Up Tables
- Imagery Annotations
- Textual Adjuncts
- Common Coordinate System
- Display and Attachment Levels
- Support Data Extensions

NITFS VOCABULARY

- **RASTER**
- **PIXELS**
- **BLOCK**
- **PAD PIXELS**
- **IMODE**
- **MASKED
BLOCKS**
- **BANDS**
- **LUT**

Raster: Images defined as a set of pixels or dot values in row (line) and column (sample) format. A two-dimensional array of pixel values.

Pixel: The atomic element of an image having a discrete value. Although a pixel value represents a minute area of an image, the generic use of the term does not specify the exact shape or symmetry of the area (circle, oval, square, rectangle, other) represented by the value. A synonym for a Picture Element.

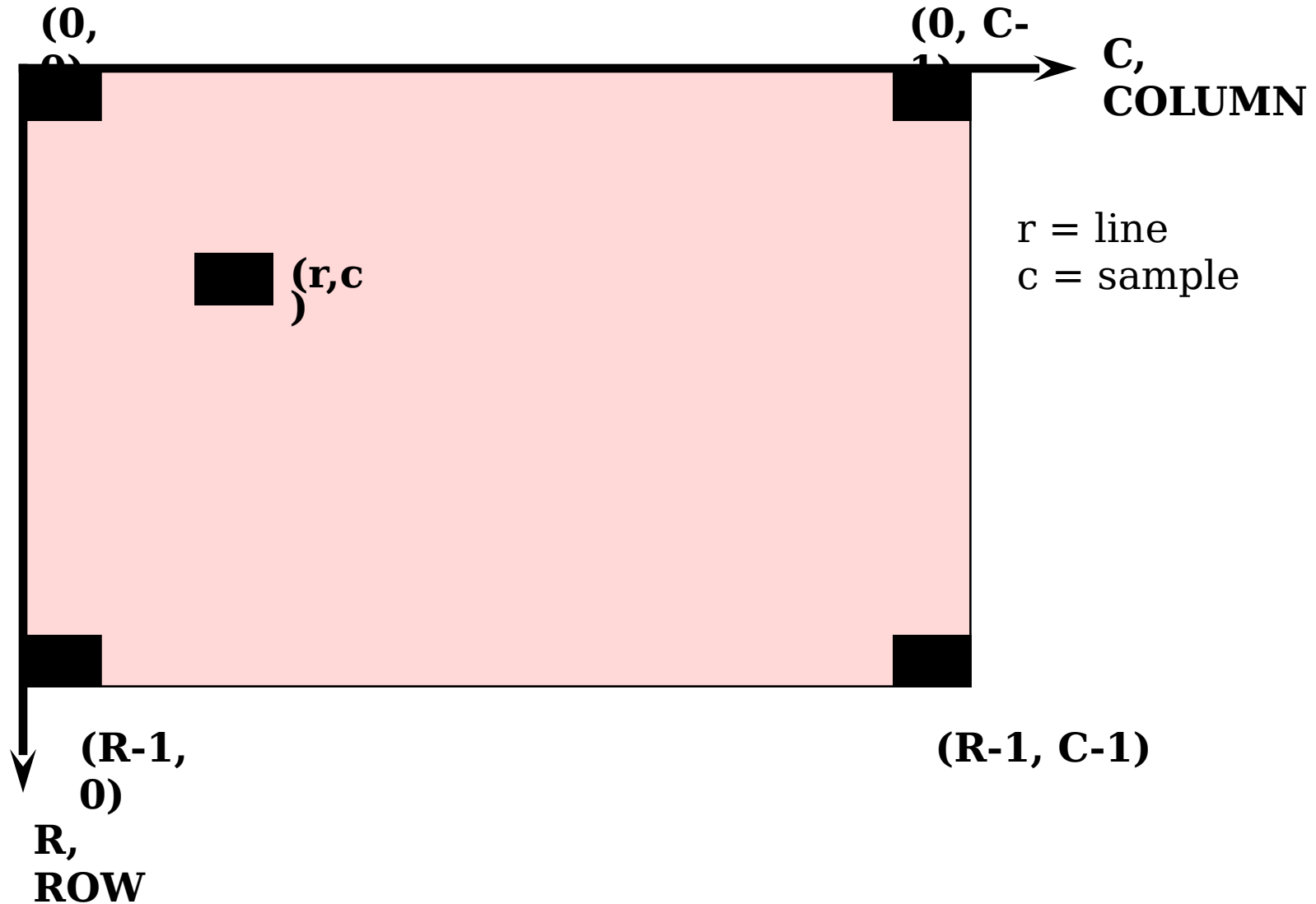
Block: A rectangular array of pixels. An image consists of the union of one or more non-overlapping blocks.
(Synonymous with tile).

Pad Pixels: A pixel with sample values that have no significant meaning to the image. Pad pixels are used with blocked images when either the number of pixel rows in an image is not an integer multiple of the desired number of vertical image blocks, or when the number of pixel columns in an image is not an integer multiple of the desired number²⁹

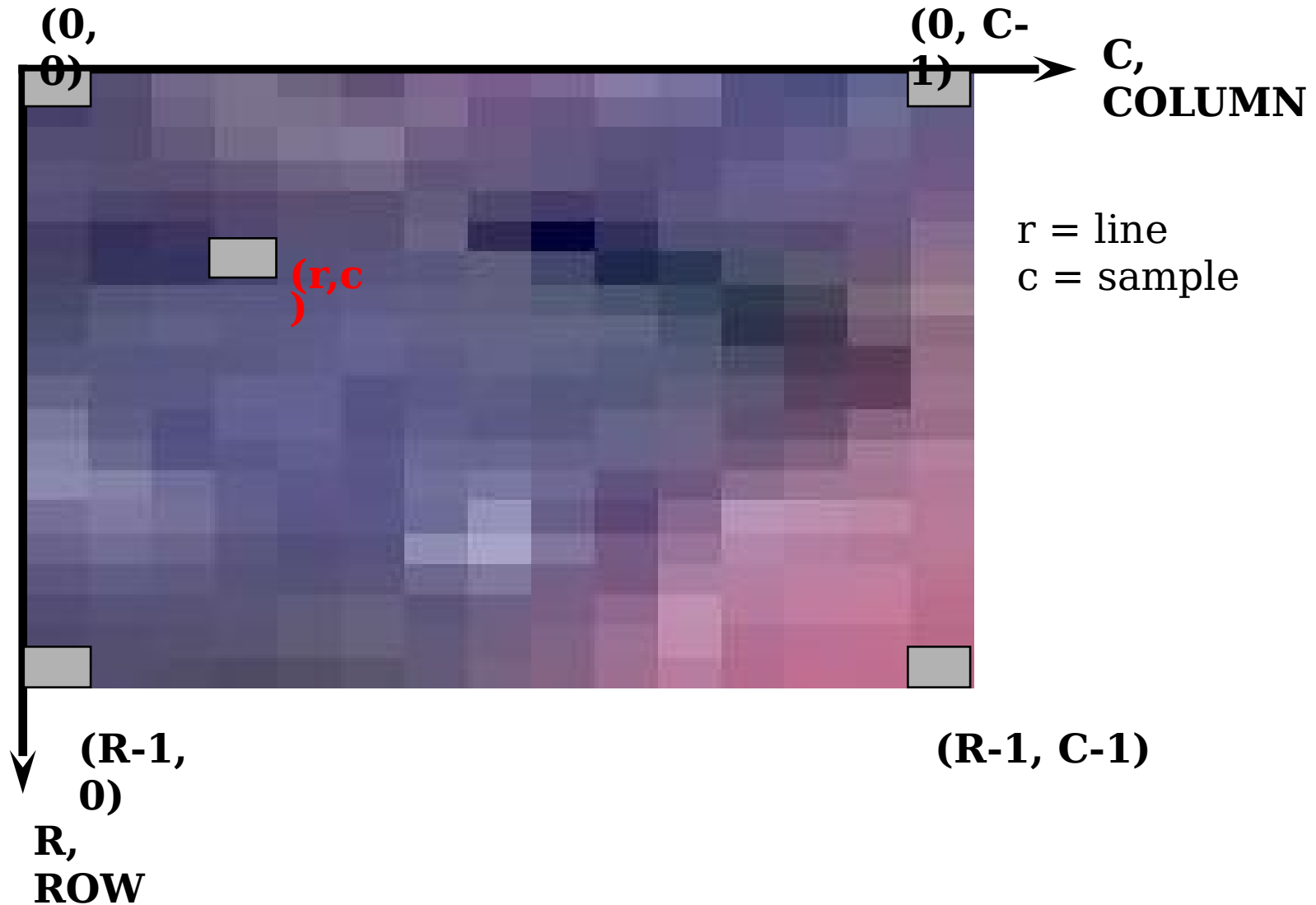
Masked Blocks: A structure which identifies the blocks in a blocked (tiled) image which contain no valid data, and which are not transmitted or recorded. The structure allows the receiver to recognize the offset for each recorded/transmitted block. For example, a 2x2 blocked image which contained no valid data in the second block (block 1) would be recorded in the order: block 0, block 2, block 3. The blocked image mask would identify block 1 as a non-recorded/non-transmitted block, and would allow the receiving application to construct the image in the correct order.

Band: One of the two-dimensional (row/column) pixel value arrays that comprise an image. In the case of gray scale, bi-level, or 8-bit color images, the representation is a single two-dimensional array; in the case of 24-bit true color images (8 bits for each of three color elements), the representation is a three two-dimensional array of pixel values.

RASTER/PIXELS



RASTER/PIXELS



PIXEL/DATA VALUE TYPES

- Bi-Level**
 - One-bit value
 - Represents two colors or shades of gray
- Integer**
 - N-bits value
 - Represents 2^N colors or shades of gray
 - For $N = 8$ 256 shades of gray
 - For $N = 12$ 4096 shades of gray
- Signed Integer**
 - N-bits value
 - Positive and negative values (e.g., Elevation Postings)
- Real**
 - IEEE 32/64-bit value
 - Floating Point data representation
- Complex**
 - IEEE 64-bit value
 - 32-bit real value
 - 32-bit imaginary value

BANDS

Single Band

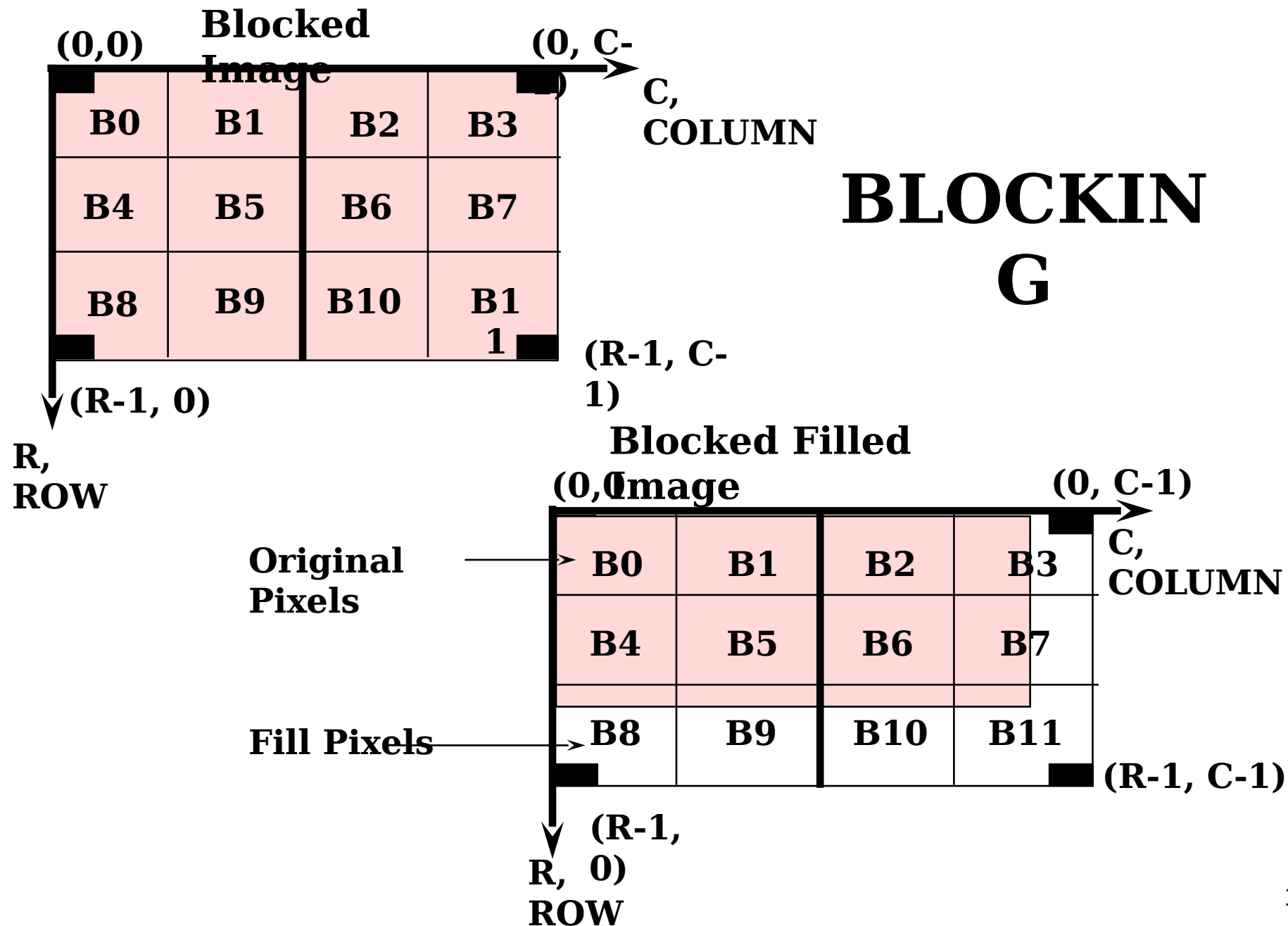
One pixel value per raster array location.
(e.g., one 8-bit integer allows 256 shades of gray)

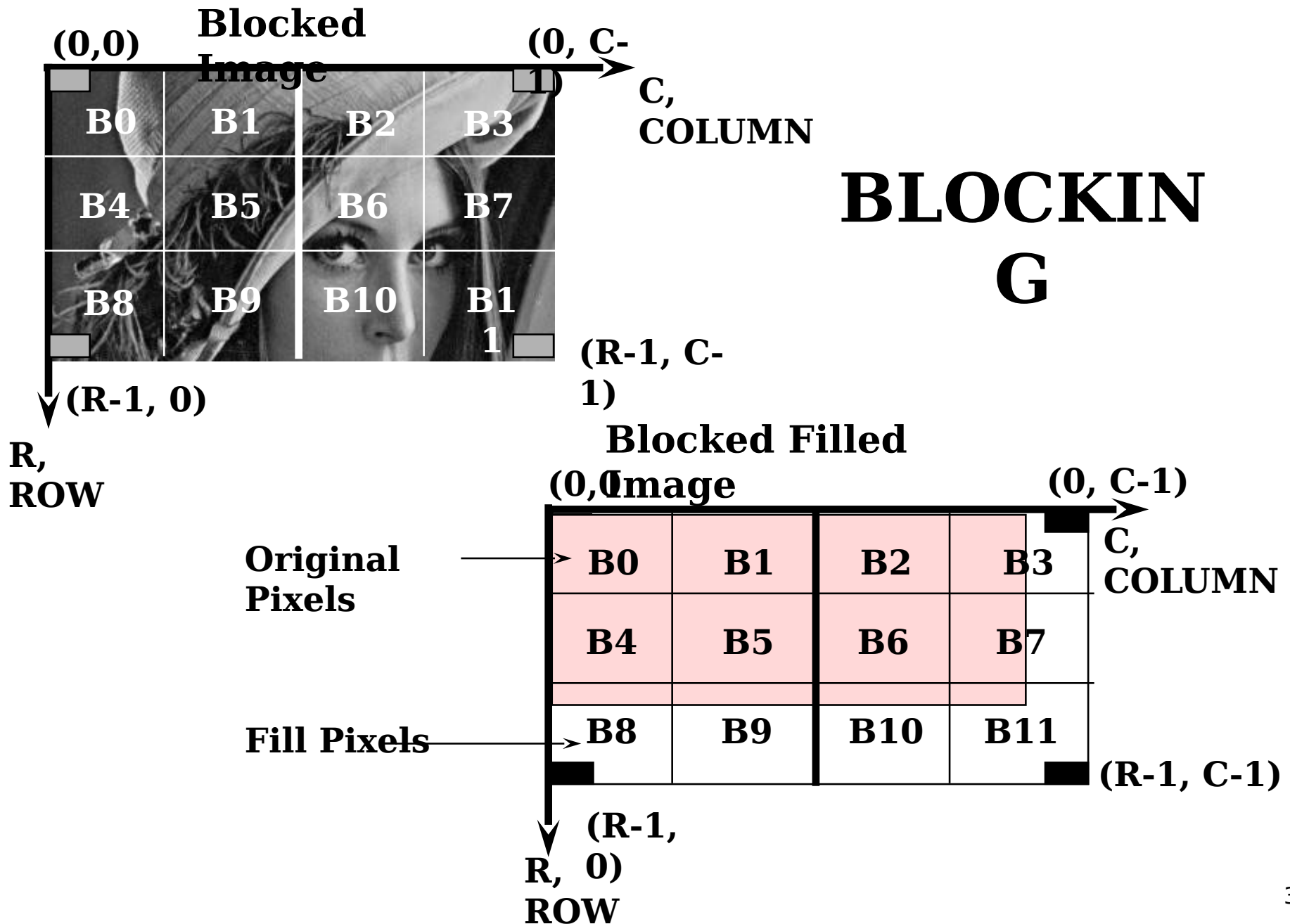
Multiple Band

N pixel values per raster array location.

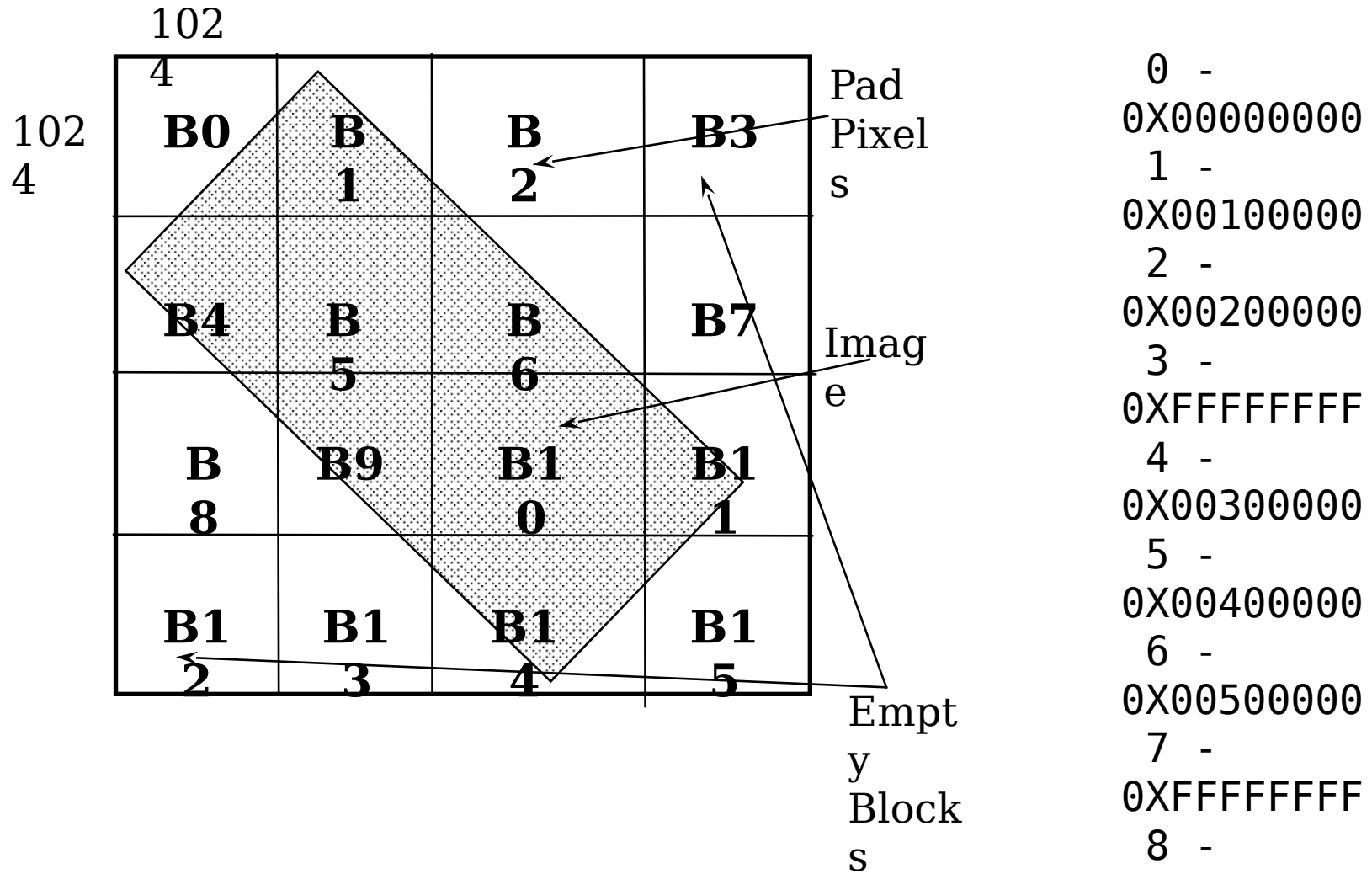
Examples:

- RGB Three 8-bit integer values per pixel
- YCbCr Three 8-bit integer values per pixel
- Multi (e.g., seven 8-bit integer values per pixel)
- Multi (e.g., 256 32-bit real values per

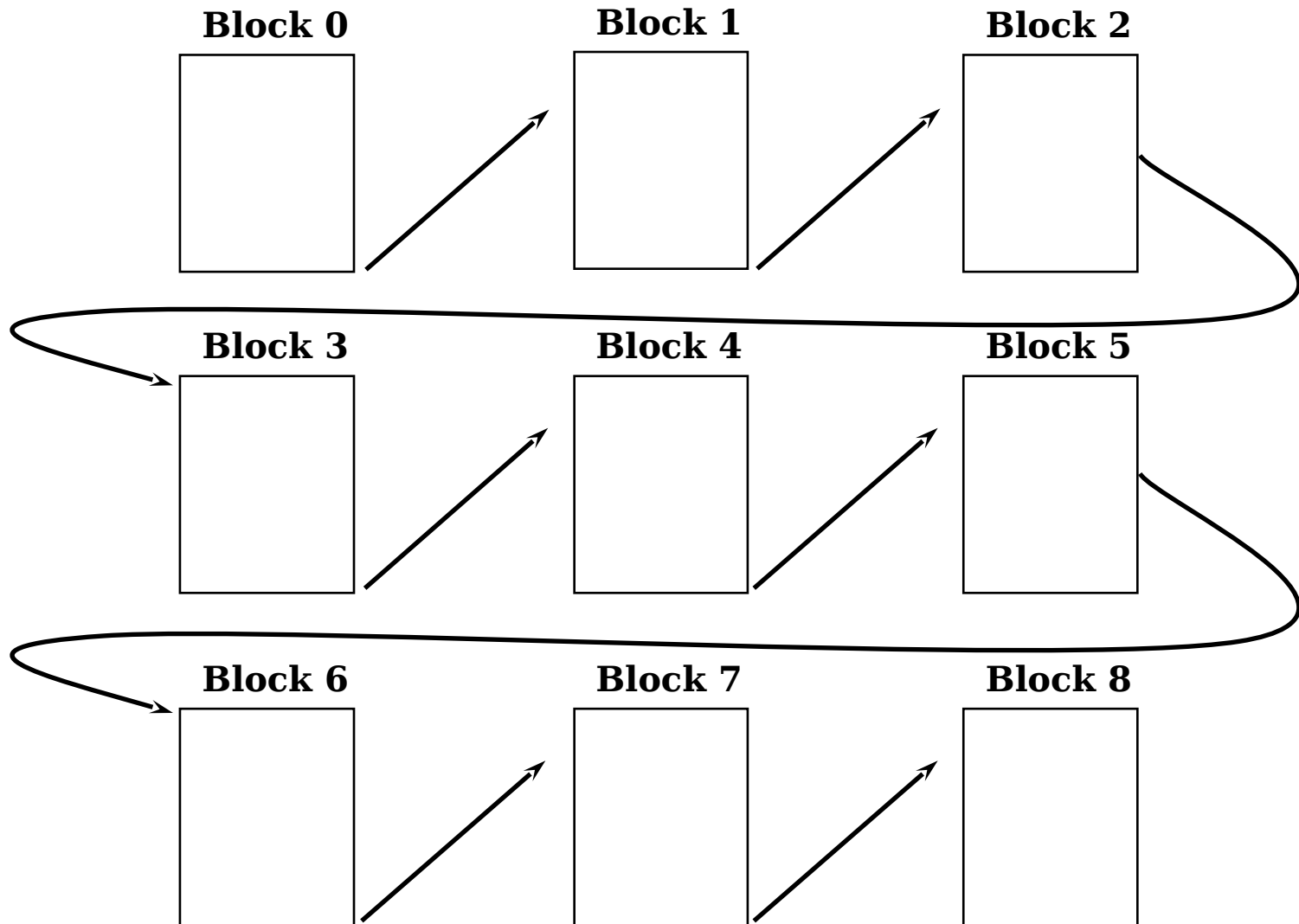




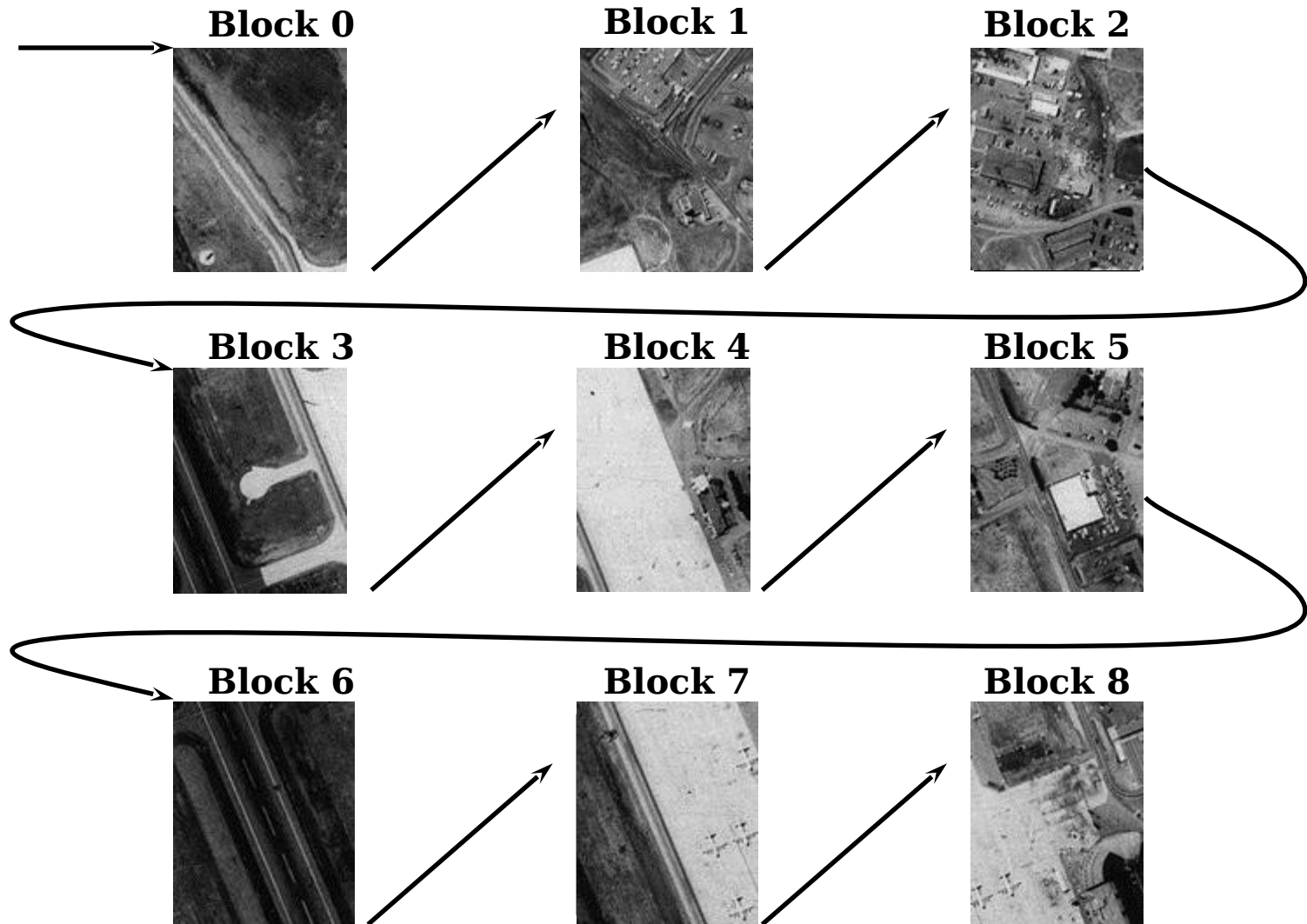
BLOCKED PADDED IMAGE WITH EMPTY BLOCKS



IMODE = B, BAND INTERLEAVED BY BLOCK MONOCHROME CASE



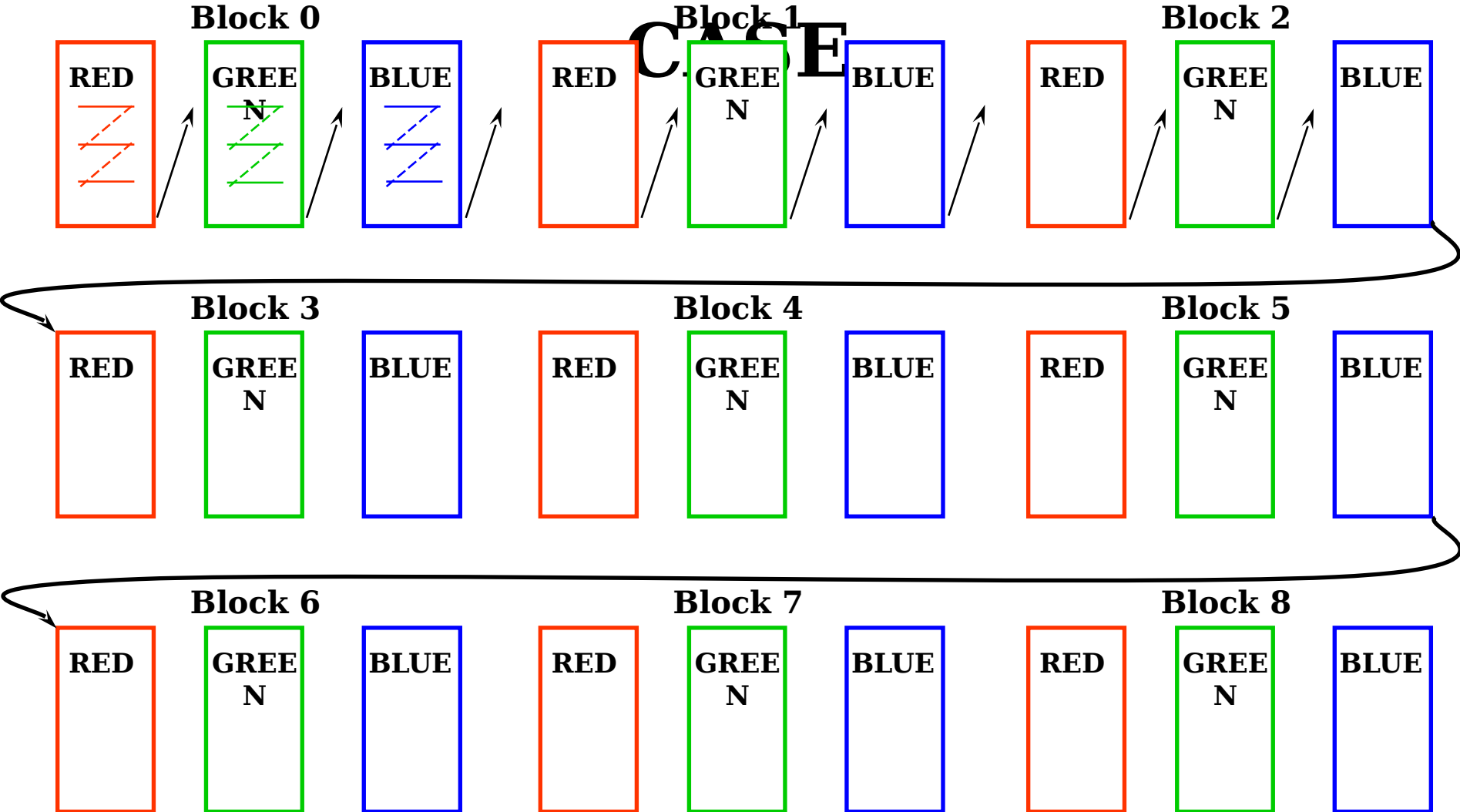
IMODE = B, BAND INTERLEAVED BY BLOCK MONOCHROME CASE



IMODE = B, BAND INTERLEAVED BY BLOCK MONOCHROME CASE

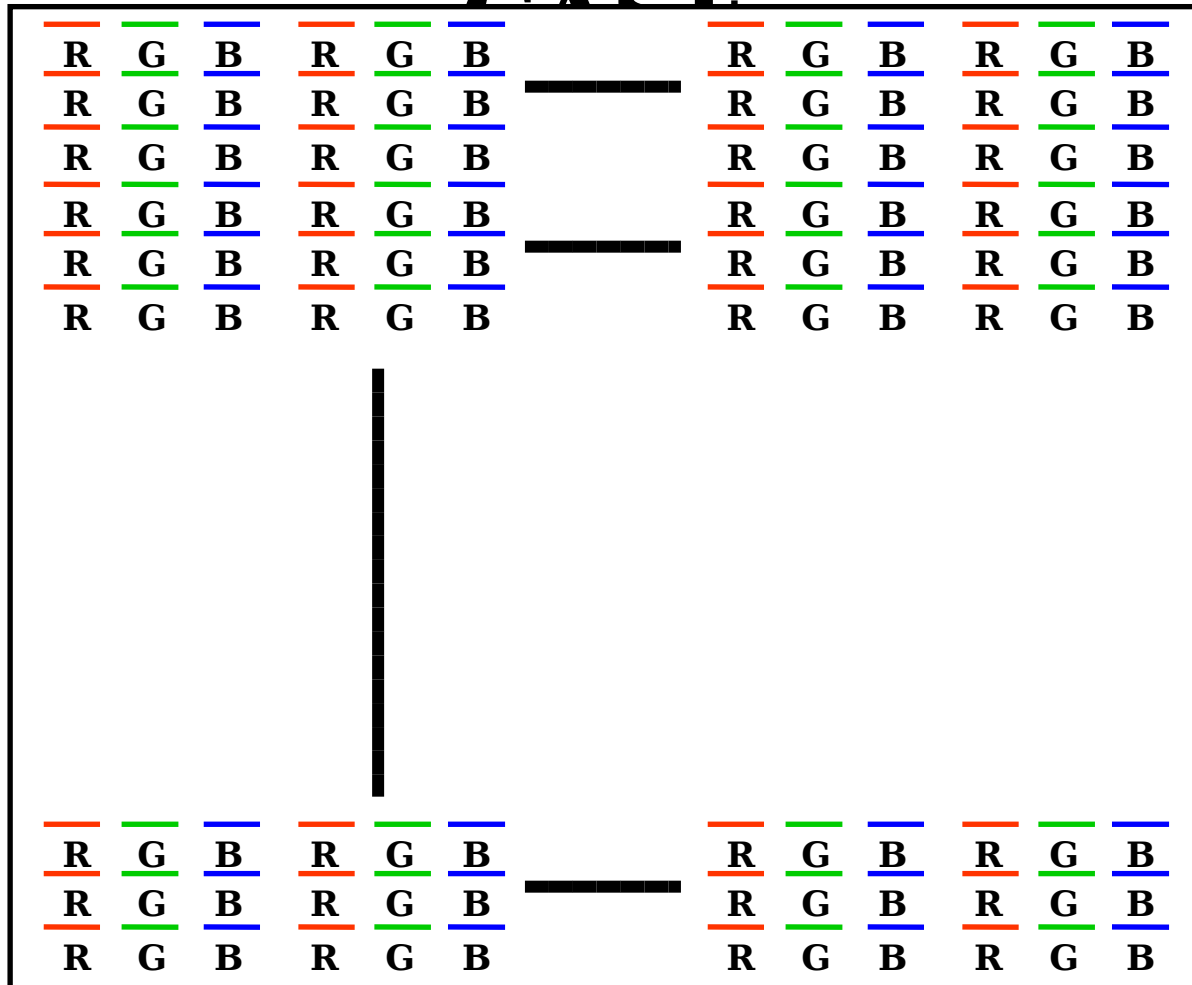


IMODE = B, BAND INTERLEAVED BY BLOCK THREE BAND COLOR

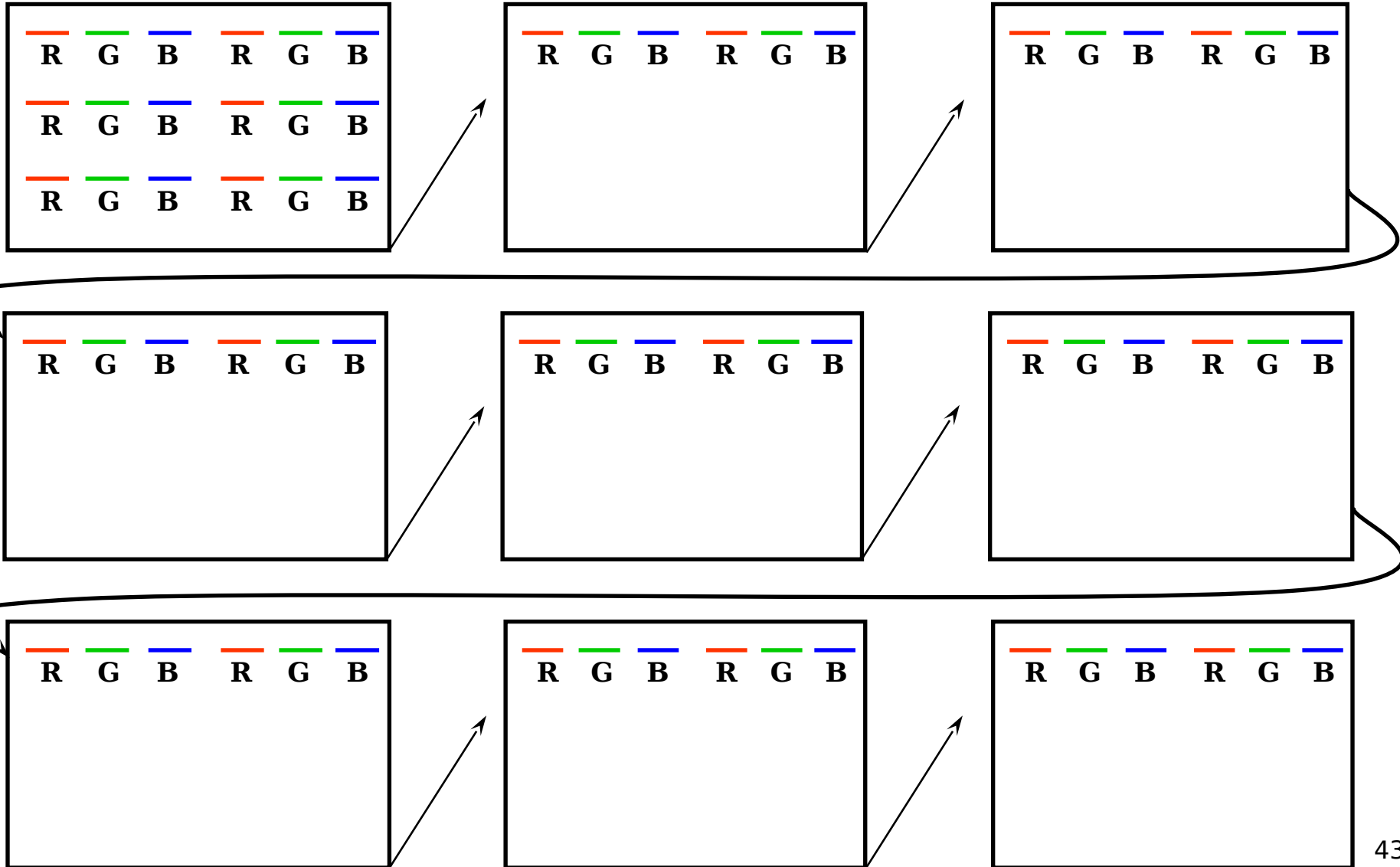


IMODE = P, BAND INTERLEAVED BY PIXEL THREE BAND COLOR

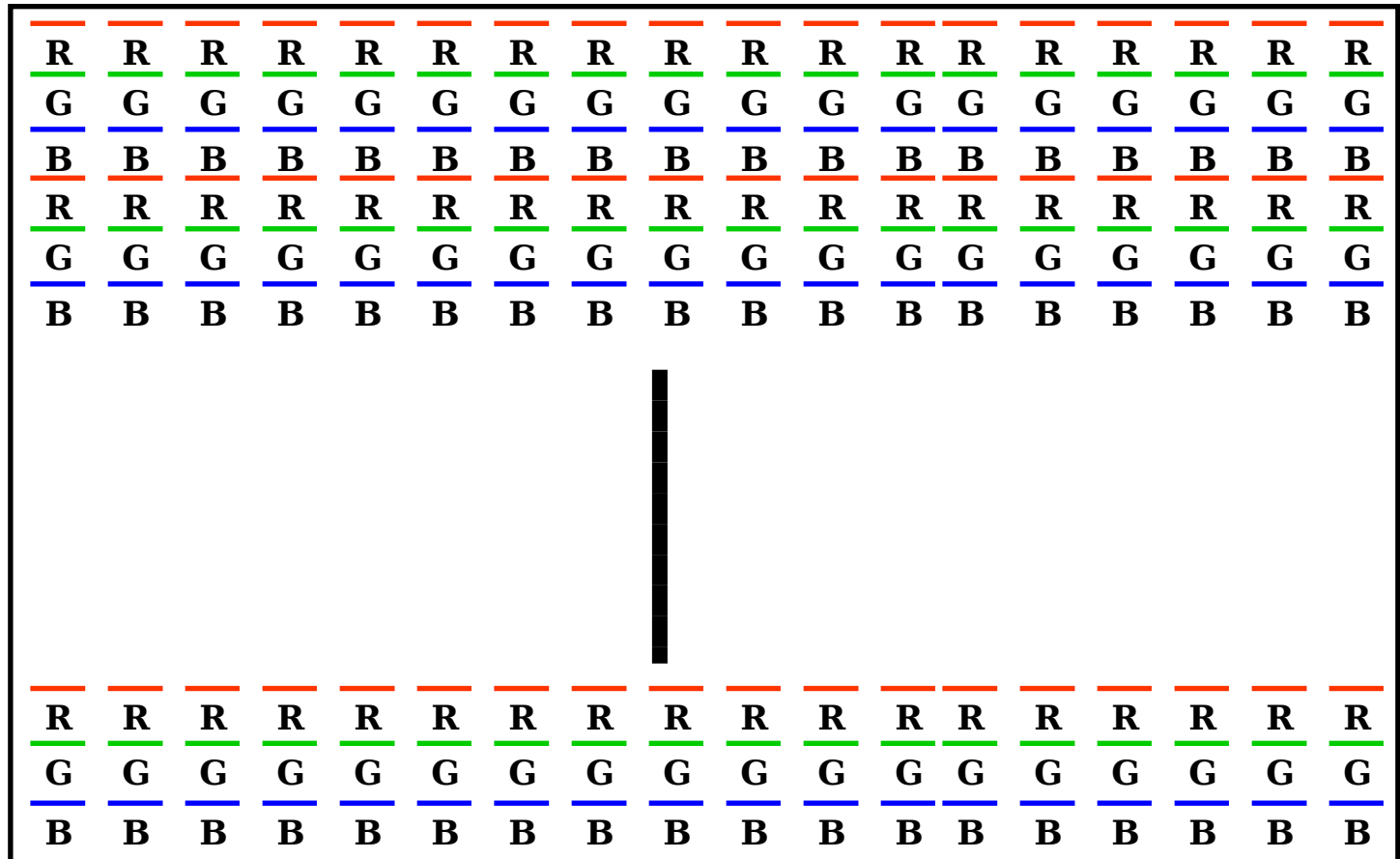
CASE



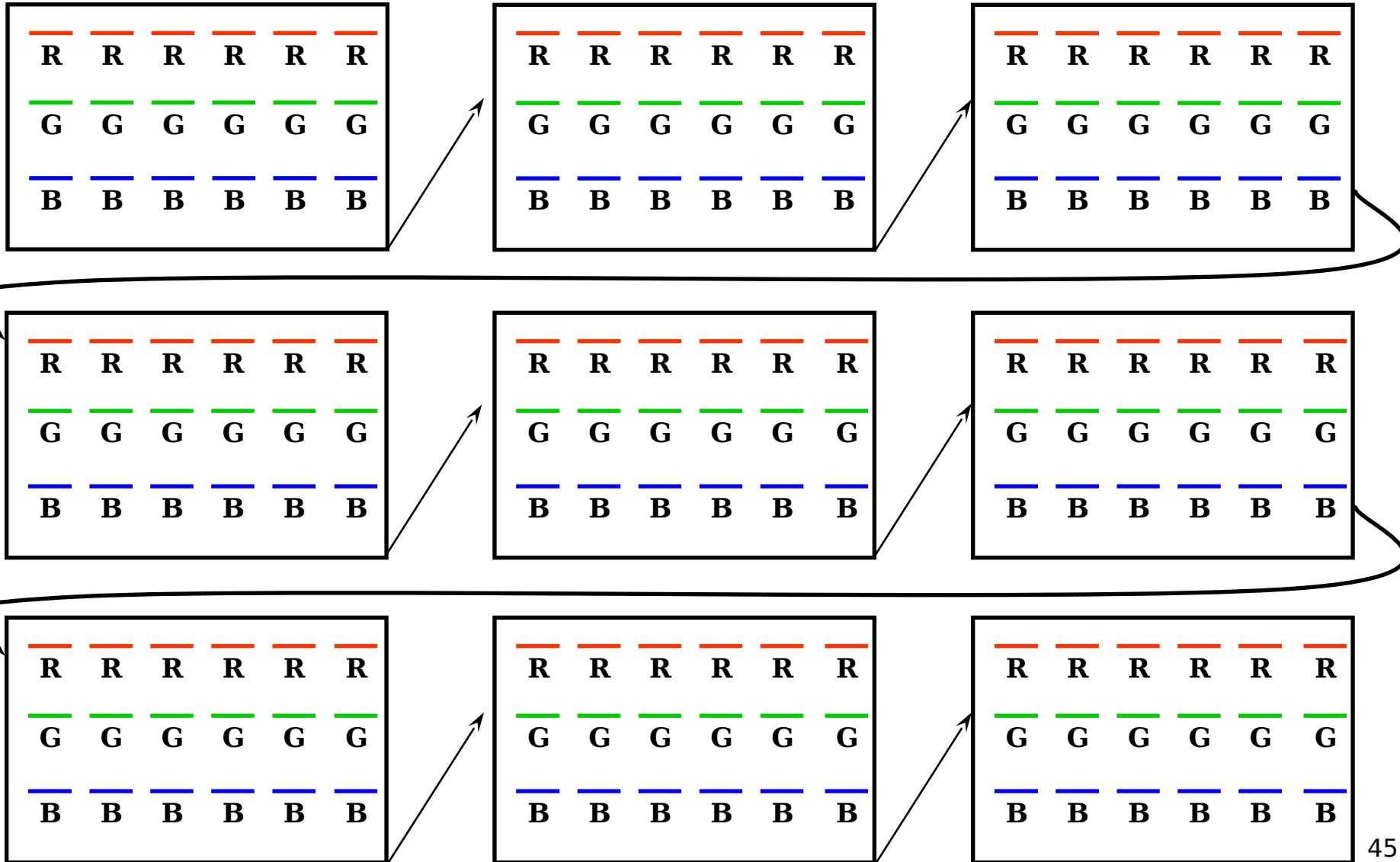
IMODE = P, BAND INTERLEAVED BY PIXEL THREE BAND COLOR



IMODE = R, BAND INTERLEAVED BY ROW THREE BAND COLOR CASE

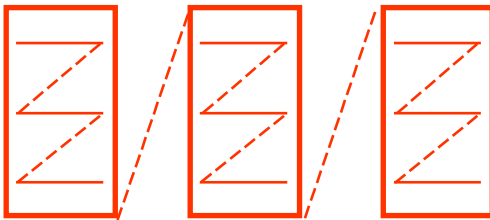


IMODE = R, BAND INTERLEAVED BY ROW THREE BAND COLOR

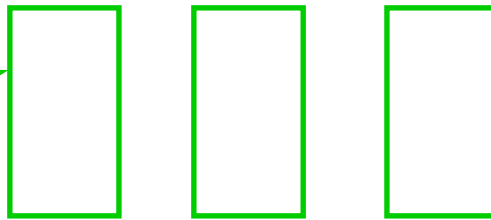


IMODE = S, BAND SEQUENTIAL THREE BAND COLOR CASE

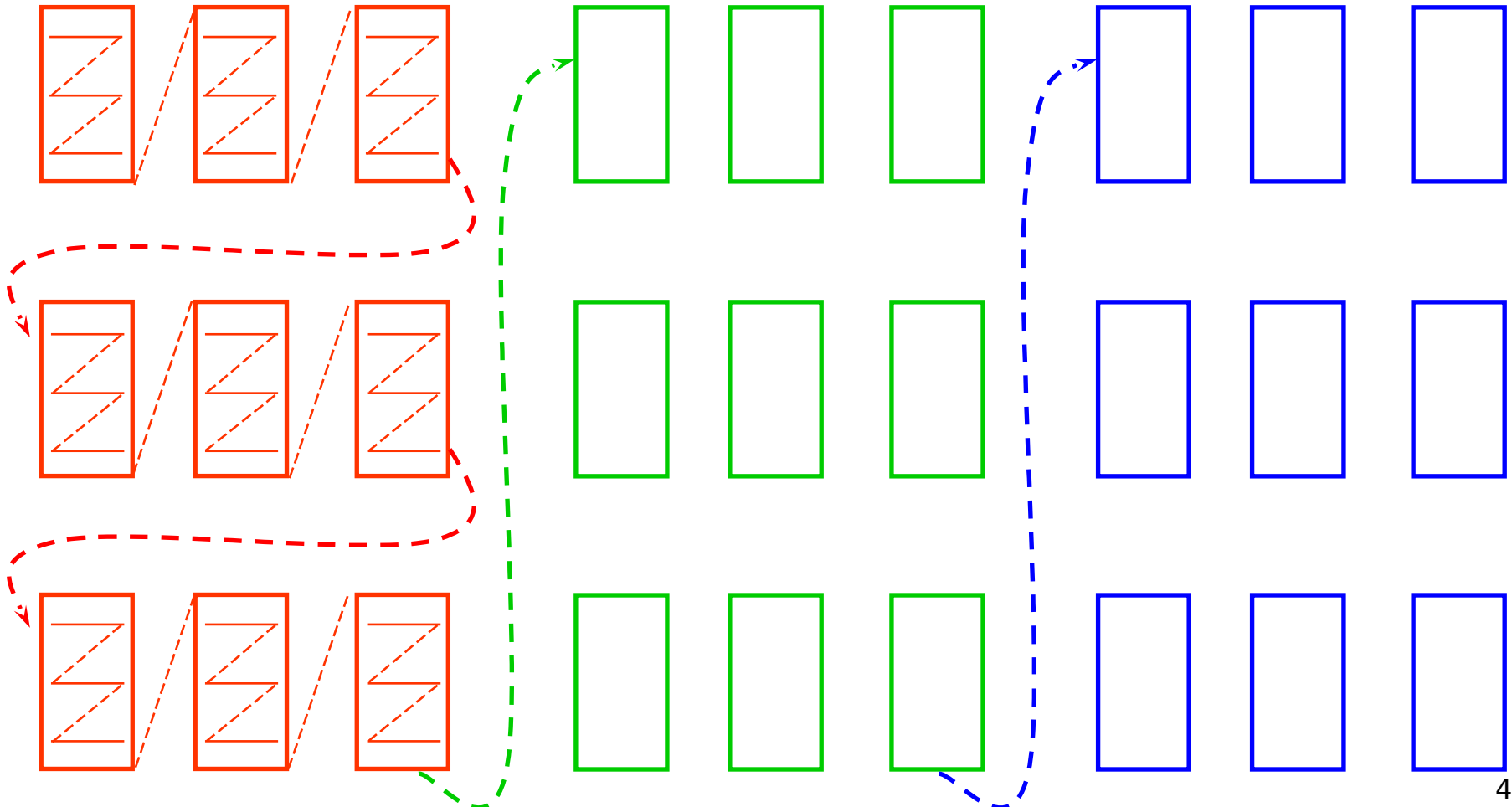
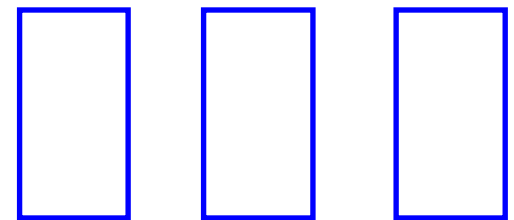
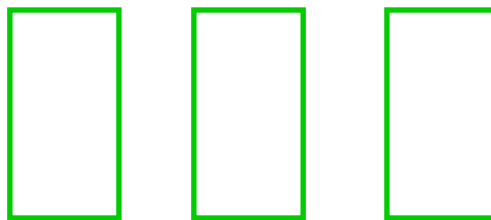
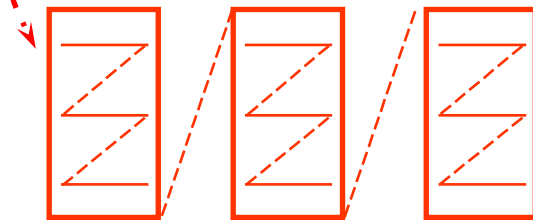
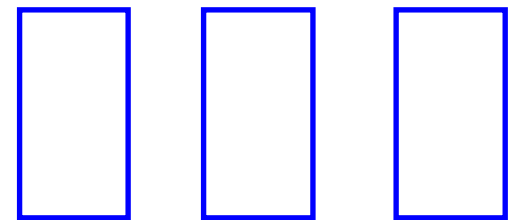
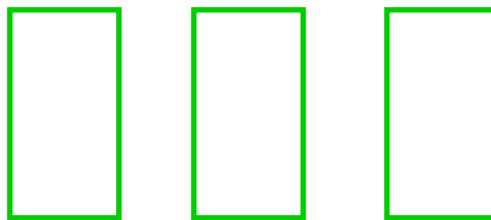
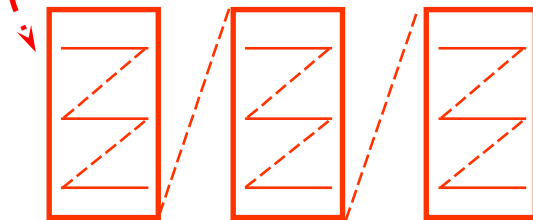
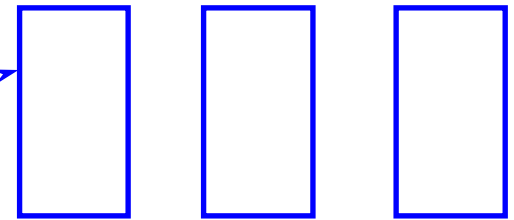
R Blocks



G Blocks

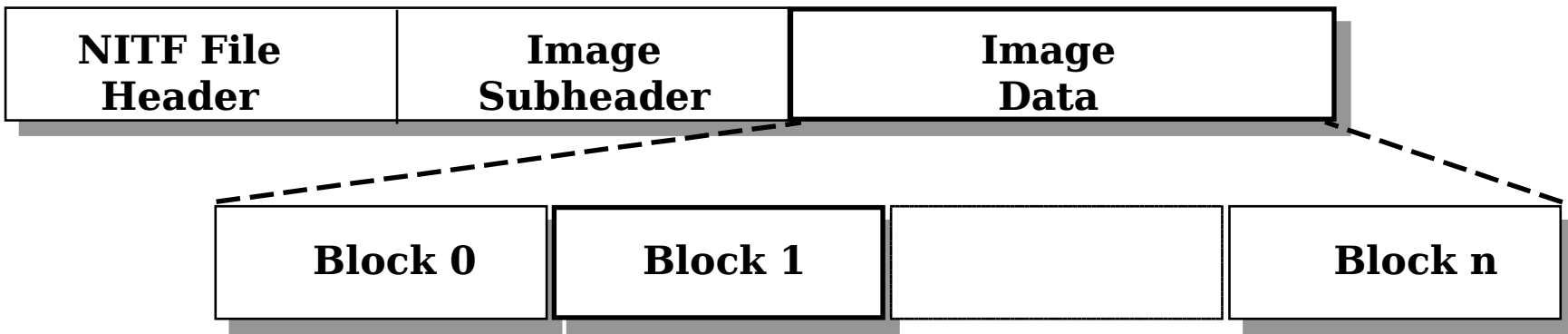


B Blocks

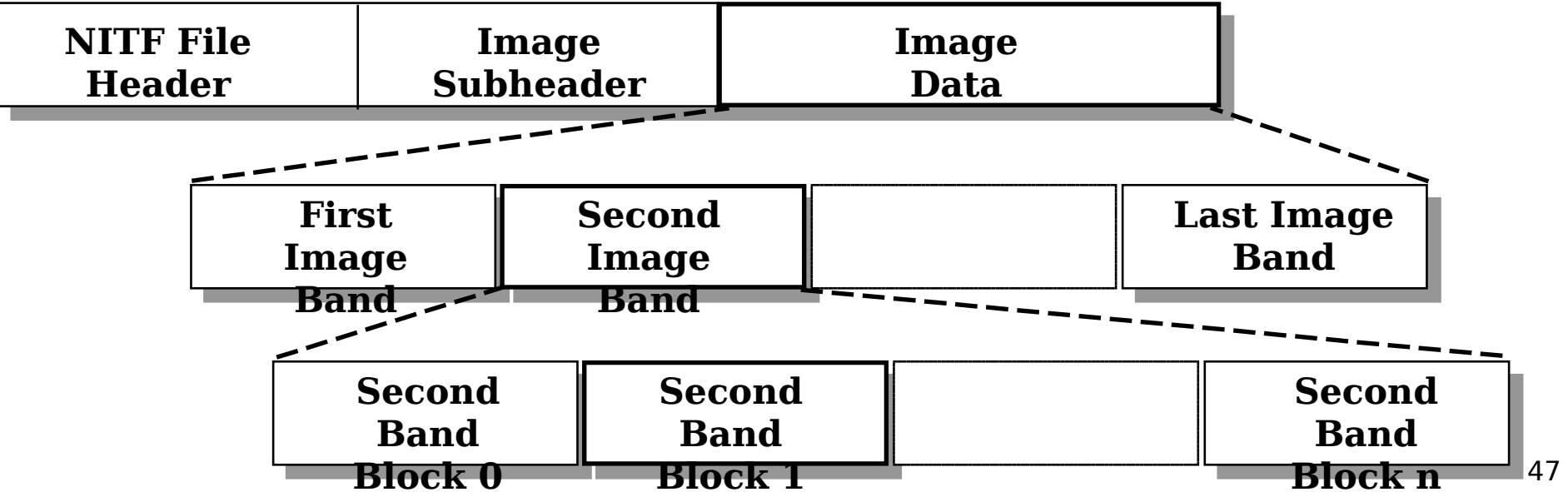


UNCOMPRESSED NITF MULTIPLE BLOCK FILE STRUCTURE

IMODE = B or P



IMODE = S



LUTS

Sample

LUT

PIXEL VALUE	RED	GREEN	BLUE	MEANING
00	00000000	11111111	00000000	Green
01	00000000	00000000	11111111	Blue
10	11111111	00000000	00000000	Red
11	11111111	11111111	11111111	White

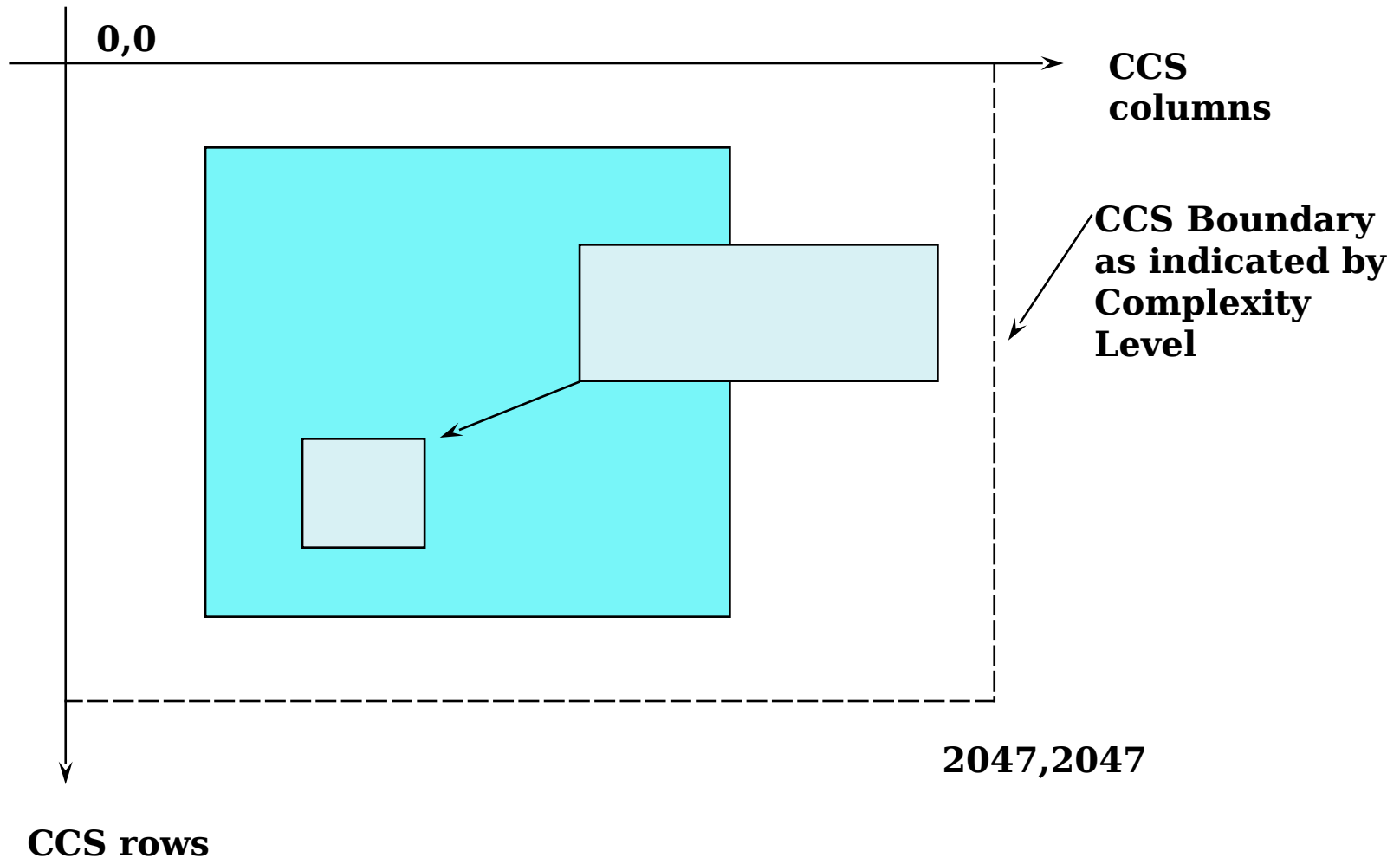
IMAGERY ANNOTATIONS

- **COMPUTER GRAPHICS METAFILE**
- **BIT-MAPPED RASTER (Legacy)**
- **LABELS (Legacy)**
- **OTHER IMAGES**
 - INSET OVERLAY
 - REDUCED RESOLUTION OVERLAY
 - HIGHER RESOLUTION OVERLAY
 - RASTER MAP
 - LEGEND
 - ETC

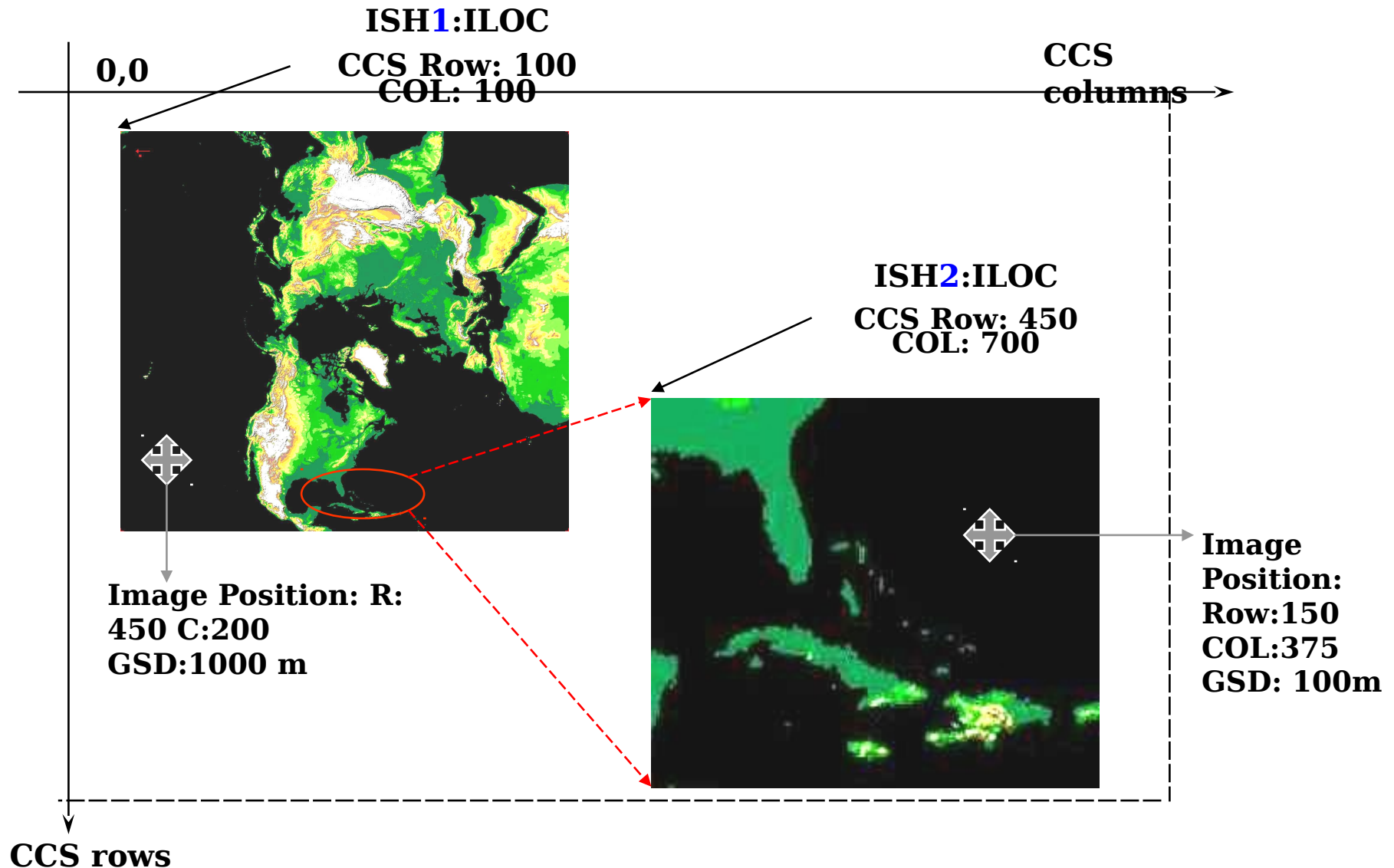
TEXTUAL ADJUNCTS

- **NITF V2.0**
 - STA - Single byte characters, Basic Latin set
 - MTF - MIL-STD-6040, USMTF
 - For example, GRAPHREP Messages
- **NITF V2.1 includes above and adds:**
 - UT1
 - Single byte characters
 - Basic Latin character set
 - Latin Supplement 1 (LS-1) character set
 - U8S
 - UTF-8 character encoding
 - Basic Latin and LS-1 character set

COMMON COORDINATE SYSTEM



COMMON COORDINATE SYSTEM



DISPLAY LEVEL ILLUSTRATION

1. Border (an opaque box)

DL = 001

2. Exploited Image

DL = 002

3. Classification Marking 1

DL = 999

4. Classification Marking 2

DL = 998

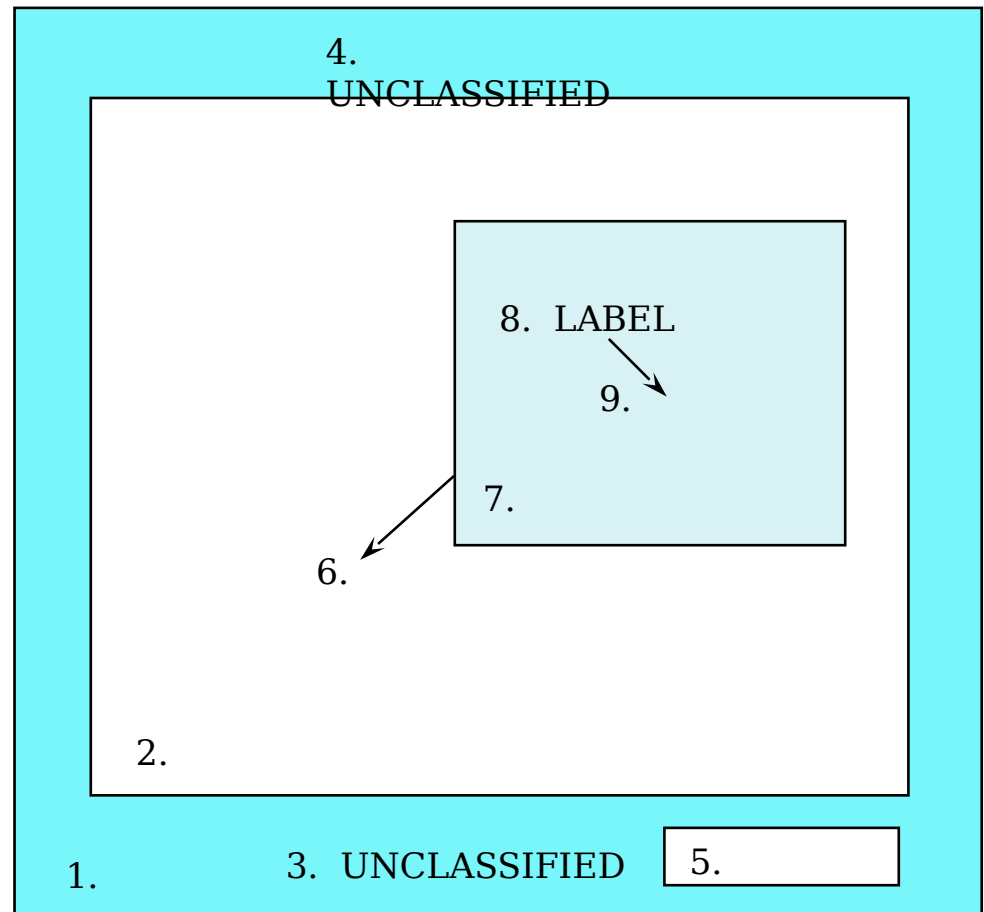
5. Handling Instructions DL = 997

6. Arrow 1 (image inset) DL = 003

7. Image Inset DL = 004

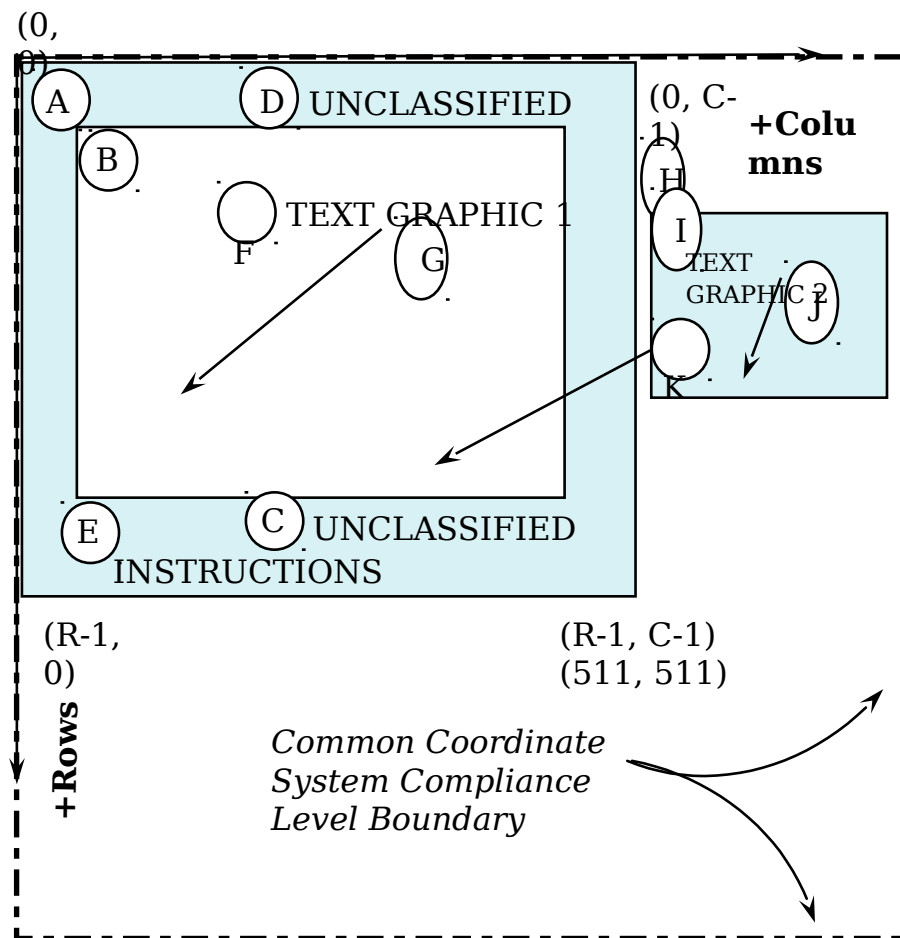
8. Label DL = 005

9. Arrow 2 (label)

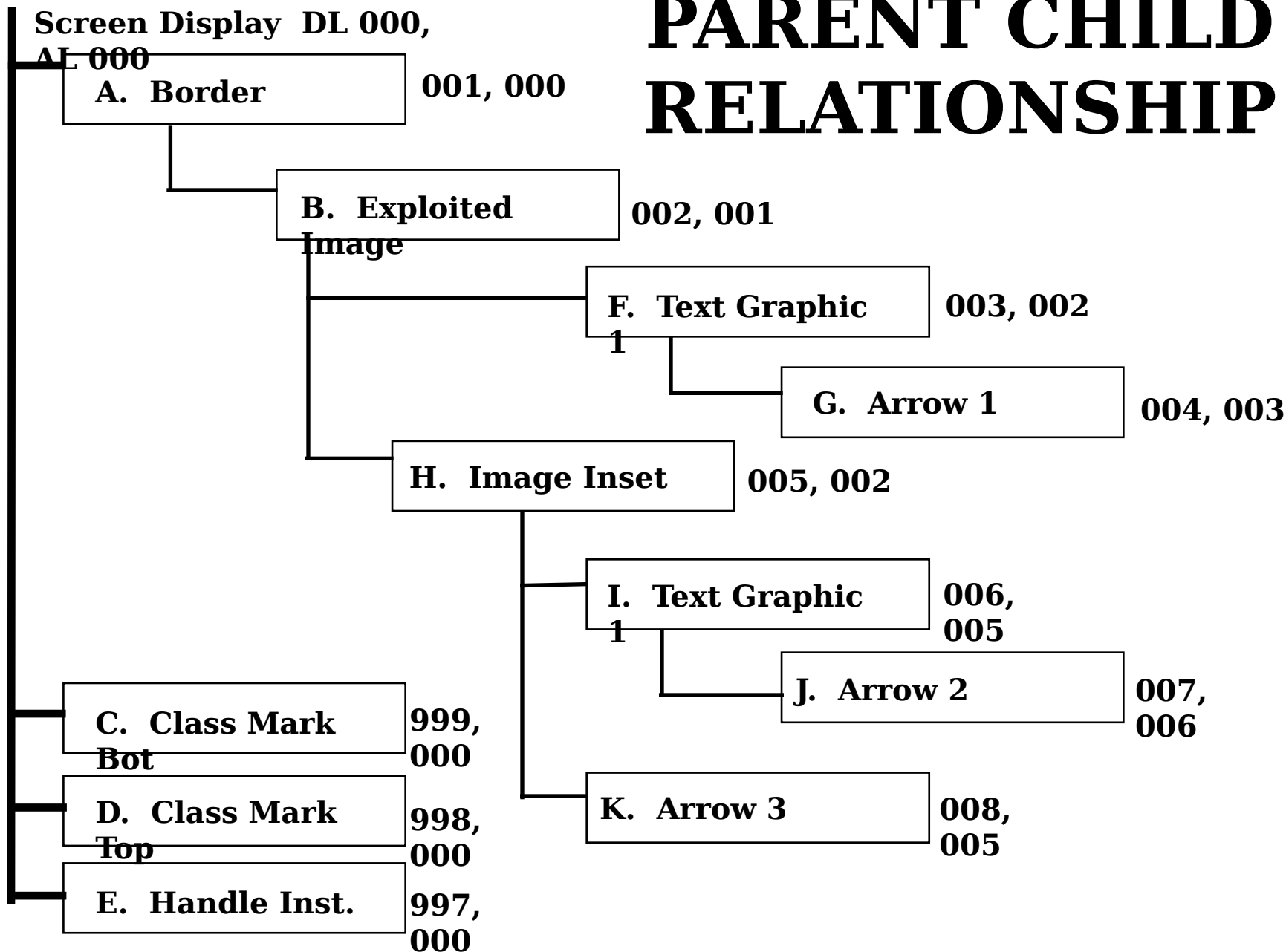


COMMON COORDINATE WITH DISPLAY & ATTACHMENT LEVELS

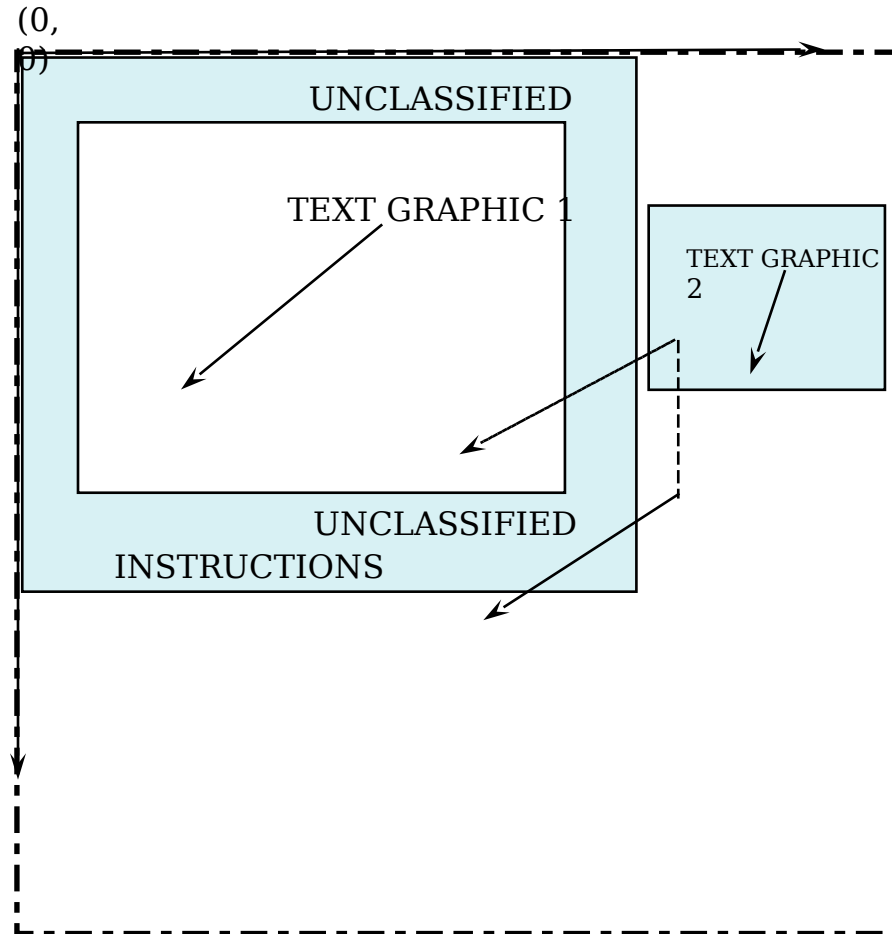
Offsets	DL	AL	Location	
			Row	Column
A. Border (opaque box)	001	000	00000	00000
B. Exploited Image		002	001	00025
			00025	
C. Classified Marking 1	999	000	00420	00256
D. Classified Marking 2	998	000	00015	00256
E. Handling Instructions	997	000	00440	00040
F. Text Graphic 1		003	002	00060
			00240	
G. Arrow 1	004	003	00010	00040
H. Image Inset	005	002	00100	00525
I. Text Graphic 2		006	005	00020
			00050	
J. Arrow 2	007	006	00010	00050
K. Arrow 3	008	005	00070	-0005



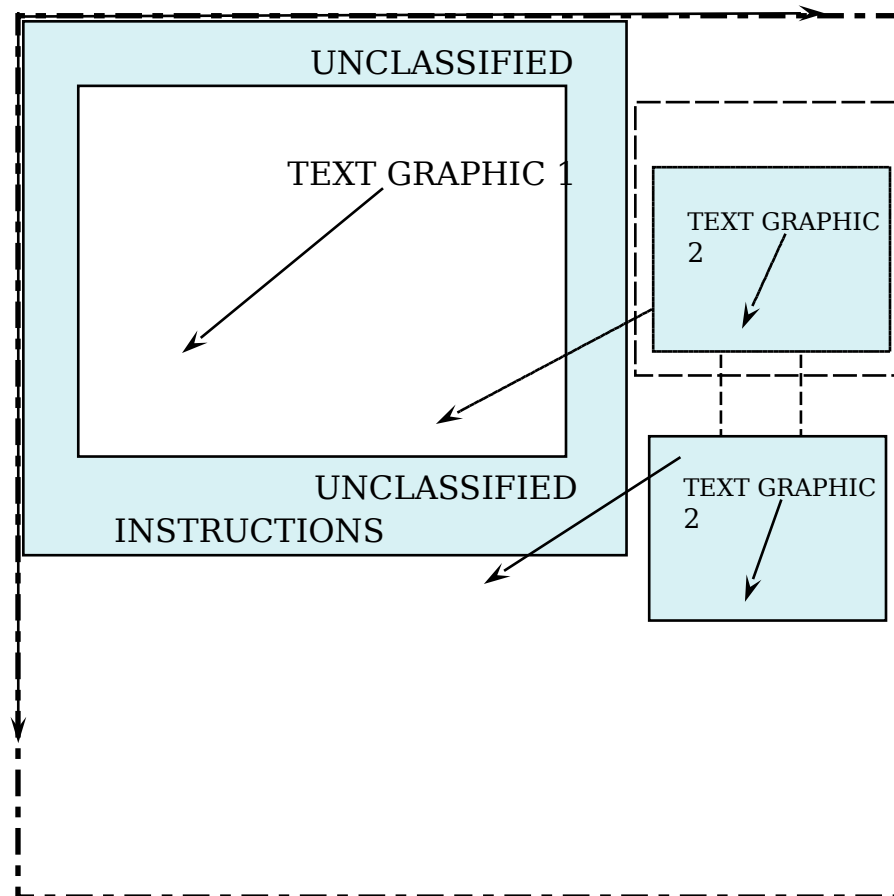
PARENT CHILD RELATIONSHIP



DISPLAY & ATTACHMENT LEVEL PARENT MOVE



DISPLAY & ATTACHMENT LEVEL PARENT CHILD MOVE



DATA EXTENSIONS

- **Flexibility**
- **Extensibility**
- **Types of Extensions: TRE (tag), DES, RES**
- **Example:**

TRE: Sensors collecting imagery also collect and report auxiliary data that uniquely identifies the imagery, defines the collection geometry and contains other information to aid exploitation.

DES: Desire to add a new data type for inclusion within an NITF file, perhaps in conjunction with other data types, e.g., a DES for commercial data sets.

FORMAT DETAILS

- **Complexity Levels**
- **File Header**
- **Security Markings**
- **Image Subheader**

COMPLEXITY LEVELS

- **This concept allows NITFS to be implemented on a wide range of hardware platforms with various levels of resources**

<u>NITF V2.0 CLEVEL</u>		<u>NITF V2.1 CLEVEL</u>	
N/A	09	N/A	07
05, 04	05	06	06
03, 02, 01	03		

- **Implementations of the NITFS are tested according to their ability to pack and/or unpack various CLEVELS of NITFS formatted files**
- **Files shall be marked at the lowest CLEVEL for which they qualify**

COMPLEXITY LEVELS

NITF File Features	Complexity Level (CLEVEL)			
	3	5	6	7
Common Coordinate System Extent (Pixels)	(00000000, 00000000) to (00002047, 00002047)	(00000000, 00000000) to (00008191, 00008191)	(00000000, 00000000) to (00065535, 00065535)	(00000000, 00000000) to (99999999, 99999999)
Maximum File Size	50 Mbyte - 1 byte (52,428,799 bytes)	1 Gbyte - 1 byte (1,073,741,823 bytes)	2 Gbyte - 1 byte (2,147,483,647 bytes)	10 Gbyte - 1 byte (10,737,418,239 bytes)
Image Size (Image(s) placed within CCS extent)	00000001 to 00002048 Rows X 00000001 to 00002048 Columns (R and C ≤2048)	00000001 to 00008192 Rows X 00000001 to 00008192 Columns (R or C >2048)	00000001 to 00065536 Rows X 00000001 to 00065536 Columns (R or C >8192)	00000001 to 99999999 Rows X 00000001 to 99999999 Columns (R or C >65536)
Image Blocking (Rectangular Blocks allowed)	Single and Multiple Blocks 0001 to 2048 Rows X 0001 to 2048 Columns	Single and Multiple Blocks 0001 to 8192 Rows X 0001 to 8192 Columns	Multiple blocking is mandatory for images that exceed 8192 Pixels per Row or Column 0001 to 8192 Rows X 0001 to 8192 Columns	
Monochrome (MONO) No Compression	Single Band 1, 8, 12, 32, and 64-Bits per Pixel (NBPP) With and without LUT IC =NC, NM IMODE =B			

COMPLEXITY LEVELS (CONT'D)

NITF File Features	Complexity Level (CLEVEL)			
	3	5	6	7
Color 1 and 8-Bit (RGB/LUT) No Compression	Single Band 1 and 8-Bits per Pixel (NBPP) With LUT IC =NC, NM IMODE =B			
Color 24-Bit (RGB) No Compression	Three Band 8-Bits per Pixel (NBPP) No LUT IC =NC, NM IMODE =B, P, R, S		Three Band 8, 16, 32-Bits per Pixel (NBPP) No LUT IC =NC, NM IMODE =B, P, R, S	
Multiband (MULTI) No Compression	2 to 9 Bands 8,16, 32, and 64-Bits per Pixel per Band With and without LUT in each Band IC =NC, NM IMODE =B, P, R, S	2 to 255 Bands, 8,16, 32, and 64-Bits per Pixel per Band With and without LUT in each Band IC =NC, NM IMODE =B, P, R, S		2 to 999 Bands 8,16, 32, and 64-Bits per Pixel per Band With and without LUT in each Band IC =NC, NM IMODE =B, P, R, S
JPEG 2000 Compression Monochrome (MONO)	1 Band 1-32-Bits per Pixel per Band With and without LUT IC =C8 IMODE =B Note: LUTs are typically only useful when the data is compressed numerically lossless.			

COMPLEXITY LEVELS (CONT'D)

NITF File Features	Complexity Level (CLEVEL)			
	3	5	6	7
JPEG 2000 Compression Mapped Colour (RGB/LUT)	1 Band 1-32-Bits per Pixel per Band With LUT IC = C8 IMODE = B Note: LUTs are typically only useful when the data is compressed numerically lossless.			
JPEG 2000 Compression Colour (RGB)	3 Bands 1-32-Bits per Pixel per Band No LUT IC = C8 IMODE = B Note: The JPEG 2000 colour transform may be used as part of the compression and decompression process when IREP = RGB.			
JPEG 2000 Compression Colour (YCbCr601)	3 Bands 1-32-Bits per Pixel per Band No LUT IC = C8 IMODE = B Note: When IREP = YCbCr601, it signifies that the data representation was YCbCr prior to the JPEG 2000 compression process. The internal JPEG 2000 colour transform shall not be used.			

COMPLEXITY LEVELS (CONT'D)

NTTF File Features	Complexity Level (CLEVEL)			
	3	5	6	7
JPEG 2000 Compression Multiband (MULTI)	1 to 9 Bands 1-32-Bits per Pixel per Band With and without LUT IC =C8 IMODE =B	1 to 255 Bands 1-32-Bits per Pixel per Band With and without LUT IC =C8 IMODE =B		1 to 999 Bands 1-32-Bits per Pixel per Band With and without LUT IC =C8 IMODE =B
JPEG DCT Compression Monochrome (MONO)	Single Band 8 and 12-Bit Sample (NBPP) No LUT IC =C3, M3 IMODE =B			
JPEG DCT Compression 24-Bit Color (RGB)	Three Bands 8-Bit Sample per Band (NBPP) No LUT IC =C3, M3 IMODE =P			
JPEG DCT Compression 24-Bit Color (YCbCr601)	Three Bands 8-Bit Sample per Band (NBPP) No LUT IC =C3, M3 IMODE =P			

COMPLEXITY LEVELS (CONT'D)

NITF File Features	Complexity Level (CLEVEL)			
	3	5	6	7
Downsampled JPEG DCT Monochrome (MONO)	Single Band Single Block Only 8-Bit Sample (NBPP) No LUT IC = I1 IMODE = B (Image size may not exceed 2048 Pixels per Row or Column.)			
JPEG Lossless Compression Monochrome (MONO)	Single Band 8, 12, and 16-Bit Sample per Band With and without LUT IC = C5, M5 IMODE = B (This feature is optional for implementation.)			
JPEG Lossless Compression 24-Bit Color (RGB)	Three Bands 8-Bit Sample per Band (NBPP) No LUT IC = C5, M5 IMODE = P (This feature is optional for implementation.)			

COMPLEXITY LEVELS (CONT'D)

NTTF File Features	Complexity Level (CLEVEL)			
	3	5	6	7
Bi-Level Compression (MONO)	This feature is optional for implementation. f this feature is used, the following elements are to be used: Single Band Single Block 1-Bit per Pixel (NBPP) With and without LUT IC = C1, M1 IMODE = B COMRAT = 1D, 2DS, 2DH (Image size may not exceed 2560 Pixels per Row by 8192 Pixels per Column.)			
Bi-Level Compression (RGB/LUT)	This feature is optional for implementation. f this feature is used, the following elements are to be used: Single Band Single Block Only 1-Bit per Pixel (NBPP) With LUT IC = C1, M1 IMODE = B COMRAT = 1D, 2DS, 2DH (Image size may not exceed 2560 Pixels per Row by 8192 Pixels per Column.)			
VQ Monochrome (MONO)	Single Band 8-Bits per Pixel (NBPP) 4 X 4 Kernel organized in 4 Tables With and without LUT IC = C4, M4 IMODE = B			

COMPLEXITY LEVELS (CONT'D)

NITF File Features	Complexity Level (CLEVEL)			
	3	5	6	7
VQ 8-Bit Color (RGB/LUT)	Single Band 8-Bits per Pixel (NBPP) 4 X 4 Kernel organized in 4 Tables With LUT IC = C4, M4 IMODE = B			
Multiband (MULTI) Individual Band JPEG Compression	2 to 9 Bands 8 and 12-Bits per Pixel per Band No LUT IMODE = B, S	2 to 255 Bands, 8 and 12-Bits per Pixel per Band No LUT IC = C3, M3 IMODE = B, S		2 to 999 Bands 8 and 12-Bits per Pixel per Band No LUT IC = C3, M3 IMODE = B, S
Multiband (MULTI) Multi- Component Compression	2 to 9 Bands 8 and 12-Bits per Pixel per Band No LUT IC = C6, M6 IMODE = B, P, S (This feature is optional for implementation)	2 to 255 Bands, 8 and 12-Bits per Pixel per Band No LUT IC = C6, M6 IMODE = B, P, S (This feature is optional for implementation)		2 to 999 Bands 8 and 12-Bits per Pixel per Band No LUT IC = C6, M6 IMODE = B, P, S (This feature is optional for implementation)

COMPLEXITY LEVELS (CONT'D)

NTF File Features	Complexity Level (CLEVEL)			
	3	5	6	7
Elevation Data (NODISPLY)	Single Band 8, 12, 16, 32, and 64-Bits per Pixel (NBPP) No LUT IC = NC, NM IMODE = B ICAT = DTEM, ISUBCATn code from DIGEST, Annex B (or BCS spaces (0x20)) Applicable TRE: Geospatial Support Data Extensions (GEOSDE), DIGEST, Part 2, Annex D (This feature is optional for implementation)			
Location Data (NODISPLY)	Two Bands 8, 12, 16, 32, and 64-Bits per Pixel (NBPP) No LUT IC = NC, NM IMODE = B, P ICAT = LOCG, ISUBCATn = CGX, CGY, OR GGX, GGY Applicable TRE: Geospatial Support Data Extensions (GEOSDE), DIGEST, Part 2, Annex D (This feature is optional for implementation)			
Matrix Data (NODISPLY)	1 to 9 Bands 8, 16, 32, and 64-Bits per Pixel per Band No LUT in any Band IMODE = B, P, R, S (This feature is optional for implementation)	1 to 255 Bands, 8, 16, 32, and 64-Bits per Pixel per Band No LUT in any Band IMODE = B, P, R, S (This feature is optional for implementation)	1 to 999 Bands 8, 16, 32, and 64-Bits per Pixel per Band No LUT in any Band IMODE = B, P, R, S (This feature is optional for implementation)	

COMPLEXITY LEVELS

NITF File Features	Complexity Level (CLLEVEL)			
	3	5	6	7
Vectors in Polar Coordinates (POLAR)	2 Bands 8, 16, 32, and 64-Bits per Pixel (NBPP) No LUT IC = NC IMODE = B, P, S			
Number of Image Segments Per File	0 to 20	0 to 100		
Number of CGM Graphic Segments per File	0 to 100			
Aggregate Size of Graphic Segments	1 Mbyte maximum	2 Mbyte maximum		
CGM Graphic Profile	MIL-STD-2301A			
Number of Text Segments per File	0 to 32 Segments			
Text Format Codes Supported	STA, MTF, UT1, U8S			

COMPLEXITY LEVELS (CONT'D)

NITF File Features	Complexity Level (CLEVEL)			
	3	5	6	7
Text Data per Segment	00001 to 99999 Bytes			
Tagged Record Extensions (TRE)	TRE may appear in the UDHD, XHD, UDID, IXSHD, SXSHD, and TXSHD fields and TRE_OVERFLOW DES(s) regardless of CLEVEL.			
Number of Data Extension Segments (DES) per File	0 to 10	0 to 50	0 to 100	
Currently Registered DES	TRE_OVERFLOW STREAMING_FILE_HEADER			
Number of Reserved Extension Segments (RES) per File	None			
Currently Approved RES	None			

NITF V2.1 FILE HEADER

NITF File Header	Image Segments	Graphic Segments	Text Segments	Data Extension Segments	Reserved Extension Segments
FIELD	SIZE	VALUE RANGE			TYPE
FHDR	4	NITF			R
FVER	5	02.10			R
CLEVEL	2	03, 05, 06, 07, 09			R
STYPE	4	BF01			R
OSTAID	10	(Originating Station Identifier)			R
FDT	14	CCYYMMDDhhmmss			R
FTITLE	80	(Default is spaces)			R
FSCLAS	1	T, S, C, R, or U			R
SECURITY GROUP	166	(Detail shown in another table)			R
FSCOP	5	00000-99999, (Default is 00000)			R
FSCPYS	5	00000-99999, (Default is 00000)			R

NITF V2.1 FILE HEADER

(CONT'D)

FIELD	SIZE	VALUE RANGE	TYPE
ENCRYP	1	0 = Not Encrypted	R
FBKGC	3	Unsigned binary integer for RGB color (0x00-0xFF, 0x00-0xFF, 0x00-0xFF)	R
ONAME	24	(Default is spaces)	R
OPHONE	18	(Default is spaces)	R
FL	12	000000000388-999999999998, 999999999999	R
HL	6	000388-999999	R
NUMI	3	(Default is BCS zeros) 000-999	R
LISHn	6	000439-999998, 999999	C
LIn	10	0000000001-9999999998, 9999999999	C

NUMI EXAMPLE

- NUMI = 3
 - LISH001 = 000XXX
 - LI001 = 00000YYYYY
 - LISH002 = 000XXX
 - LI002 = 00000000YYY
 - LISH003 = 000XXX
 - LI003 = 00000000YYY

Image Segment #1		Image Segment #2		Image Segment #3	
000XXX	00000YYYYY	000XXX	00000000YYY	000XXX	00000000YYY
Image #1 Subheader	Image #1 Image Data	Image #2 Subheader	Image #2 Image Data`	Image #3 Subheader	Image #3 Image Data

NITF V2.1 FILE HEADER (CONT'D)

FIELD	SIZE	VALUE RANGE	TYPE
NUMS	3	(Default is BCS zeros) 000-999	R
LSSH _n	4	0258-9998, 9999	C
LS _n	6	000001-999998, 999999	C
NUMX	3	000	R
NUMT	3	(Default is BCS zeros) 000-999	R
LTSH _n	4	0282-9998, 9999	C
LT _n	5	00001-99998, 99999	C
NUMDES	3	(Default is BCS zeros) 000-999	R
LDSSH _n	4	0200-9998, 9999	C
LD _n	9	000000001-999999998, 999999999	C

o
o
o

NITF V2.1 FILE HEADER (CONT'D)

FIELD	SIZE	VALUE RANGE	TYPE
NUMRES	3	(Default is BCS zeros) 000-999	R
LRESH _n	4	0200-9999	C
LRE _n	7	0000001-9999999	C
UDHDL	5	(Default is BCS zeros) 00000 or 00003-99999	R
UDHOFL	3	(Default is BCS zeros) 000-999	C
UDHD	* ¹	Tagged Record Extensions	C
XHDL	5	(Default is BCS zeros) 00000 or 00003-99999	R
XHDLOFL	3	(Default is BCS zeros) 000-999	C
XHD	** ¹	Tagged Record Extensions	C

*¹ A value specified in the UDHDL field minus 3 (in bytes)

**¹ A value specified in the XHDL field minus 3 (in bytes)

SECURITY

- Main Header contains overall security classification of file.
- Each data segment has individual security classification.
- Security group within the Main Header and each data segment contains:

NITF V2.0

- Classification
- Codewords
- Control and Handling
- Releasing Instructions
- Classification Authority
- Security Control Number
- Security Downgrading Instructions
-
-
-
-
-
-
-

NITF V2.1

- Classification
- Codewords
- Control and Handling
- Releasing Instructions
- Declassification Type
- Declassification Date
- Declassification Exemption
- Downgrade
- Downgrade Date
- Classification Text
- Classification Authority Type
- Classification Authority
- Classification Reason
- Security Source Date
- Security Control Number

SECURITY (CONT'D)

System Security Group - 166 bytes		
XSCLSY	2 bytes	Security Classification System
XSCODE	11 bytes	Codeword
XSCTLH	2 bytes	Control and Handling
XSREL	20 bytes	Releasing Instructions
XSDCTP	2 bytes	Declassification Type, DD, DE, GD, GE, O, or X
XSDCDT	8 bytes	Declassification Date, CCYYMMDD
XSDCXM	4 bytes	Declassification Exemption, X1-X8 and X251-X259
XSDG	1 byte	Downgrade, S, C, or R

SECURITY (CONT'D)

System Security Group - 166 bytes		
XSDGDT	8 bytes	Downgrade Date, CCYYMMDD
XSCLTX	43 bytes	Classification Text
XSCATP	1 byte	Classification Authority Type, O or D
XSCAUT	40 bytes	Classification Authority
XSCRSN	1 byte	Classification Reason, A-G
XSSRDT	8 bytes	Security Source Date, CCYYMMDD
XSCTLN	15 bytes	Security Control Number

Example of File Header

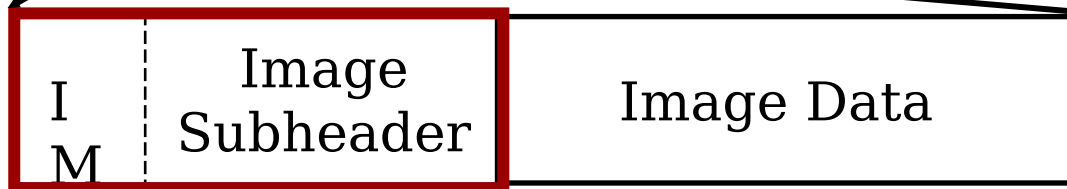
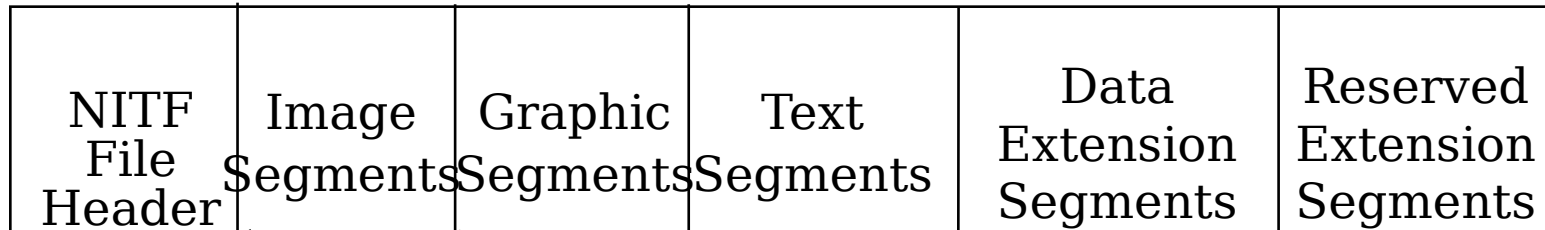
NITF02.1003BF01STATION_6D20040621092352M
AJOR_TEST_FACILITY_21JUN04_PART_03_OF_07

U

_____000000000000~~~NGA_PRODUCTION_OPER_
#15C703-555-5555_____000002905629000420
00200067900027306000004390000089600000000
000000000000000000000000

NOTE: Underscore character used to depict spaces.

NITF V2.1 IMAGE SUBHEADER



FIELD	SIZE	VALUE RANGE	TYPE
IM	2	IM	R
IID1	10	User defined	R
IDATIM	14	CCYYMMDDhhmmss	R
TGTID	17	BBBBBBBBBBBBBOOOOCC (Default is BCS spaces)	R
IID2	80	(Default is BCS spaces)	R
ISCLAS	1	T, S, C, R, or U	R
Security Group	166	(Detail shown in another table)	R

NITF V2.1 IMAGE SUBHEADER (CONT'D)

FIELD	SIZE	VALUE RANGE	TYPE
ENCRYP	1	0=Not Encrypted	R
ISORCE	42	(Default is BCS spaces)	R
NROWS	8	00000002-99999999	R
NCOLS	8	00000002-99999999	R
PVTYPE	3	INT (Integer), SI (Signed Integer), B (Binary), R (Real), C (Complex)	R
IREP	8	MONO, RGB, RGB/LUT, MULTI, NODISPLY, NVECTOR, POLAR, VPH, YCbCr601	R
ICAT	8	VIS, SL, TI, FL, RD, EO, OP, HR, HS, CP, BP, SAR, SARIQ, IR MAP, MS, FP, MRI, XRAY, CAT, VD, PAT, LEG, DTEM, MATR, LOCG, BARO, CURRENT, DEPTH, WIND (Default is VIS)	R

IMAGE CATEGORY

ICAT - Indicates the specific category of image, raster or grid data, or the use or nature of the collector.

- VIS - Visible Imagery
- SL - Side Looking Radar
- TI - Thermal Infrared
- FL - Forward Looking Infrared
- MS - Multispectral
- HS - Hyperspectral
- CP - Color Frame Photography
- VD - Video
- FP - Fingerprints
- RD - Radar
- EO - Electro-Optical
- OP - Optical
- HR - High Resolution Radar
- BP - Black and White Frame Photography
- LEG - Legends
- IR - Infrared
- SAR - Synthetic Aperture Radar

IMAGE CATEGORY (CONT'D)

- SARIQ - Synthetic Aperture Radar Radio Hologram
- PAT - Color Patch
- DTEM - Elevation Model
- MATR - Matrix Data
- CAT - Computerized Axial Tomography Scan
- XRAY - X-ray
- BARO - Barometric Pressure
- CURRENT - Water Current
- DEPTH - Water Depth
- WIND - Air Wind Charts
- LOCG - Location Grids
- MAP - Raster Map
- MRI - Magnetic Resonance Imagery

NITF V2.1 IMAGE SUBHEADER (CONT'D)

FIELD	SIZE	VALUE RANGE	TYPE
ABPP	2	01-96	R
PJUST	1	L or R (Default is R)	R
ICORDS	1	U, G, N, S, D, or space (Default is BCS spaces)	R
IGEOLO	60	±dd.ddd±ddd.ddd (four times) or ddmmssXdddmmssY (four times) or zzBJKeeeeennnnnn (four times) or zzeeeeennnnnnnn (four times)	C
NICOM	1	0-9	R
ICOMn	80	User defined	C

NOTE: IGEOLO Corner Coordinates do not provide accuracy of data. Simply Four (4) points of a bounding polygon to indicate area of coverage.

NITF V2.0:

U = UTM
G = Geodetic
C = Geocentric
N = None

NITF V2.1:

U = UTM, in MGRS
G = Geographic (Deg, min, sec)
S = UTM (Southern Hemisphere)
D = Decimal Degrees
N = UTM (Northern Hemisphere)

NITF V2.1 IMAGE SUBHEADER (CONT'D)

FIELD	SIZE	VALUE RANGE	TYPE
IC	2	NC, NM, C1, C3, C4, C5, C6, C7, C8 M1, M3, M4, M5, M6, M7, M8	R
COMRAT	4	(Depends on the value of the IC field)	C
NBANDS	1	0-9	R
XBANDS	5	00010-99999	C
IREPBANDn	2	Standard values are LU, R, G, B, M, Y, Cb, Cr Additional values are allowed through the registration process	R
ISUBCATn	6	I, Q, M, P, SPEED, DIRECT, User-defined (Default is spaces), Center frequency	R
IFCn	1	N	R
IMFLTn	3	Fill with BCS spaces	R

NITF V2.1 IMAGE SUBHEADER (CONT'D)

FIELD	SIZE	VALUE RANGE	TYPE
NLUTSn	1	0-4	R
NELUTn	5	00001-65536	C
LUTDnm	$\square^3$	Unsigned binary integer, LUT Values	C
ISYNC	1	0 = No Sync Code	R
IMODE	1	B, P, R, S	R
NBPR	4	0001-9999	R
NBPC	4	0001-9999	R
NPPBH	4	0001-8192, 0000*	R
NPPBV	4	0001-8192, 0000*	R
NBPP	2	01-96	R

* Used for large block option > 8192

NITF V2.1 IMAGE SUBHEADER (CONT'D)

FIELD	SIZE	VALUE RANGE	TYPE
IDLVL	3	001-999	R
IALVL	3	000-998 (Default is BCS zeros)	R
ILOC	10	00000 to 99999 or -0001 to -9999	R
IMAG	4	BCS-A decimal value, /x, where x = any non- negative integer ≤ 999 (Default is 1.0 followed by BCS space (0x20))	R

NITF V2.1 IMAGE SUBHEADER (CONT'D)

FIELD	SIZE	VALUE RANGE	TYPE
UDIDL	5	00000 or 00003-99999	R
UDOFL	3	000-999	C
UDID	*3	Tagged Record Extensions	C
IXSHDL	5	00000 or 00003-99999	R
IXSOFL	3	000-999	C
IXSHD	**3	Tagged Record Extensions	C

□3 One Byte for each entry

*3 As specified in UDIDL

**3 As specified in IXSHDL

COMPRESSION

- **OBJECTIVES OF COMPRESSION**
- **BI-LEVEL (Phasing out of NITFS)**
- **JPEG DCT**
 - **Downsample**
- **VQ**
- **JPEG 2000**
- **FUTURE**

OBJECTIVES OF IMAGE COMPRESSION

- Image compression is the art/science of finding efficient representations for digital images in order to:
 - Reduce the memory required for their storage,
 - Reduce the effective data access time when reading from storage devices,
 - Reduce the bandwidth and/or the time required for their transfer across communication channels.
- The goal is to achieve the desired bit rate without compromising the image quality required for a given application.

WHY CAN IMAGES BE COMPRESSED?

- **Redundancy**

- Redundancy relates to the statistical and information theoretic properties of an image.
- Redundancy can be found in various forms:
 - Spatial (between neighboring pixels),
 - Spectral (between color planes), and
 - Temporal (between neighboring sequential frames in a sequence).

- **Irrelevancy**

- Irrelevancy relates to perception and the limitations of the interpreting system, e.g. the human visual system (HVS)
- The HVS exhibits sensitivity variations as a function of:
 - Spatial and temporal frequency, wavelength, light level, orientation, and surrounding signals (masking).
 - HVS sensitivity changes if observer has ability to zoom, change bands, remap, rotate, and turn on a light.

BASIC STRATEGY IN IMAGE COMPRESSION

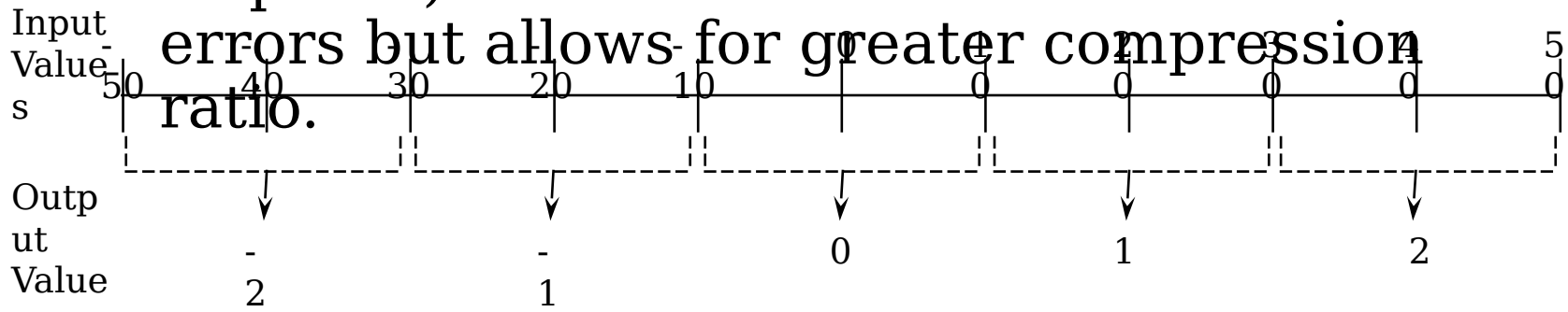
- Ideally, an image compression technique removes redundant and/or irrelevant information, and efficiently encodes what remains.
- Practically, it is often necessary to throw away both non-redundant information and relevant information to achieve the required compression.
- In either case, the trick is finding methods that allow important information to be efficiently extracted and represented.

TYPES OF COMPRESSION

- **Lossless (Reversible)**
 - The reconstructed image is numerically identical to the original image on a pixel-by-pixel basis.
 - Only a modest amount of compression can be achieved (2:1)
- **Lossy (Irreversible)**
 - The reconstructed image contains degradations relative to the original image, and lower bit rates can be achieved by allowing more degradations.
 - Visually lossless is used to describe lossy compression schemes that result in no "visible" degradations (which is highly

QUANTIZATION

- Quantization is a many-to-one mapping that reduces the number of possible signal values (which reduces bit rate) at the cost of introducing errors (that reduce image quality).
 - It is the key component that distinguishes lossy compression from lossless compression
- A scalar quantizer individually quantizes each signal value.
- Quantization allows us to trade-off image quality for a lower bit rate.
 - Increasing the quantization bin size (a.k.a. step size) introduces more reconstruction errors but allows for greater compression ratio.



SYMBOL ENCODING

- Symbol encoding involves assigning a binary codeword to each possible quantized value
 - Is typically a lossless step, even in lossy compression
- Fixed-Length Codes
 - The number of bits/symbol is constant (constant data rate)
 - This is inefficient if the number of symbols is not a power of two, or if the symbol probabilities are not equal
 - Less sensitive to communication errors
- Variable-Length Codes
 - The number of bits/symbol is variable (variable data rate)
 - Generally, this is much more efficient than fixed-length coding
 - Variable-length coding techniques include

BI-LEVEL

- **MIL-STD-188-196**
- **ITU-T RECOMENDATION T.4 AMD2**
 - Standard for Group III Facsimile
 - Single band, 1 bit per pixel (Bi-Tonal)
 - Black and White or with 2-color LUT
 - Image sizes up to 2560 samples x 8192 lines
 - Suitable for 286 or higher processor
 - Images of document pages or hand drawn sketches
 - Being phased out of NITFS; use JPEG 2000

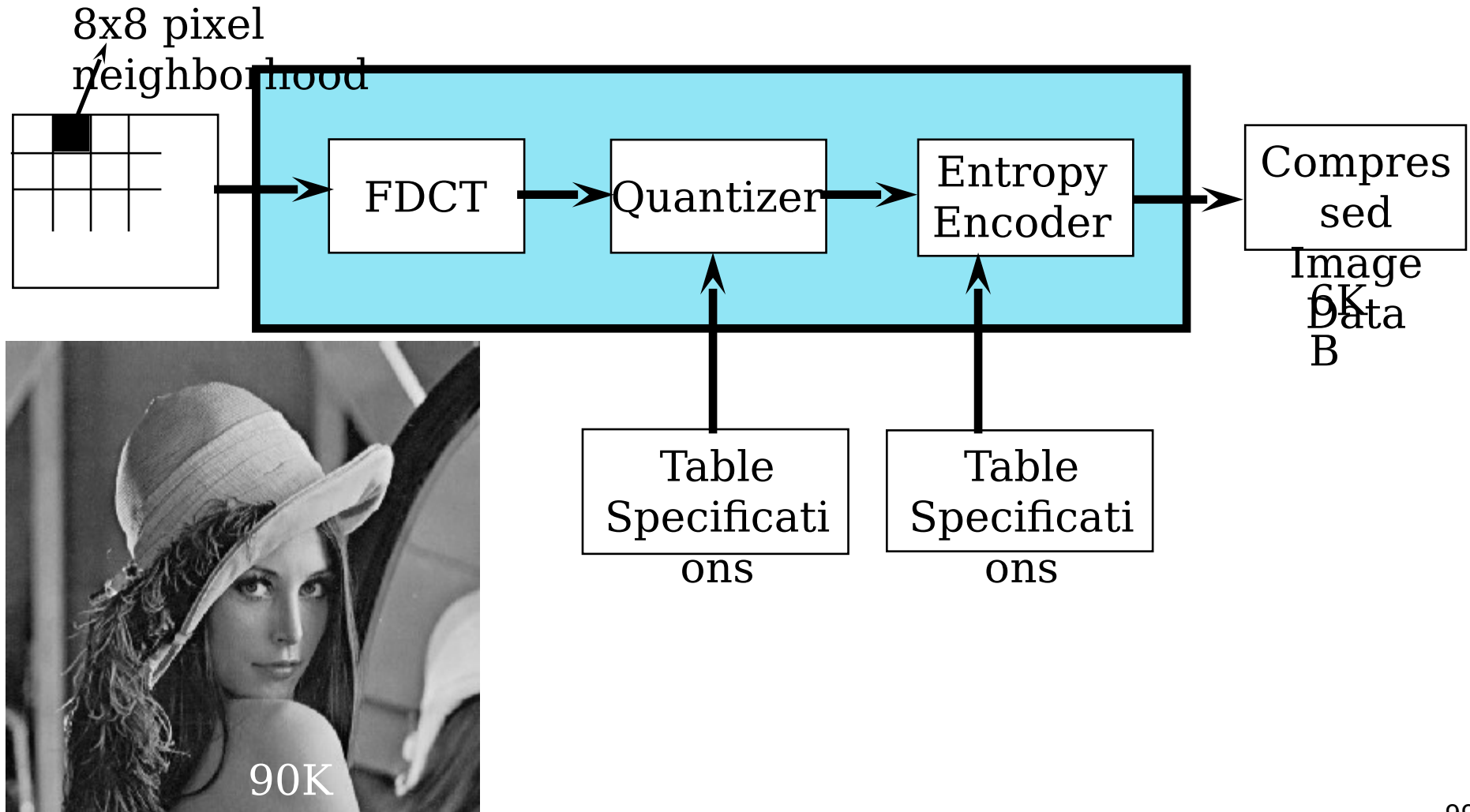
JPEG

- **MIL-STD-188-198A**
- **ISO/IEC 10918-1**
 - DCT Lossy
 - 8 bit-per-pixel precision
 - 12 bit-per-pixel precision
 - Lossless
 - Downsample JPEG (Method 4)
 - Grayscale and Color Imagery
 - Images up to 8K x 8K when unblocked
 - Images up to 64K x 64K when blocked
 - Suitable for 386 or higher processor

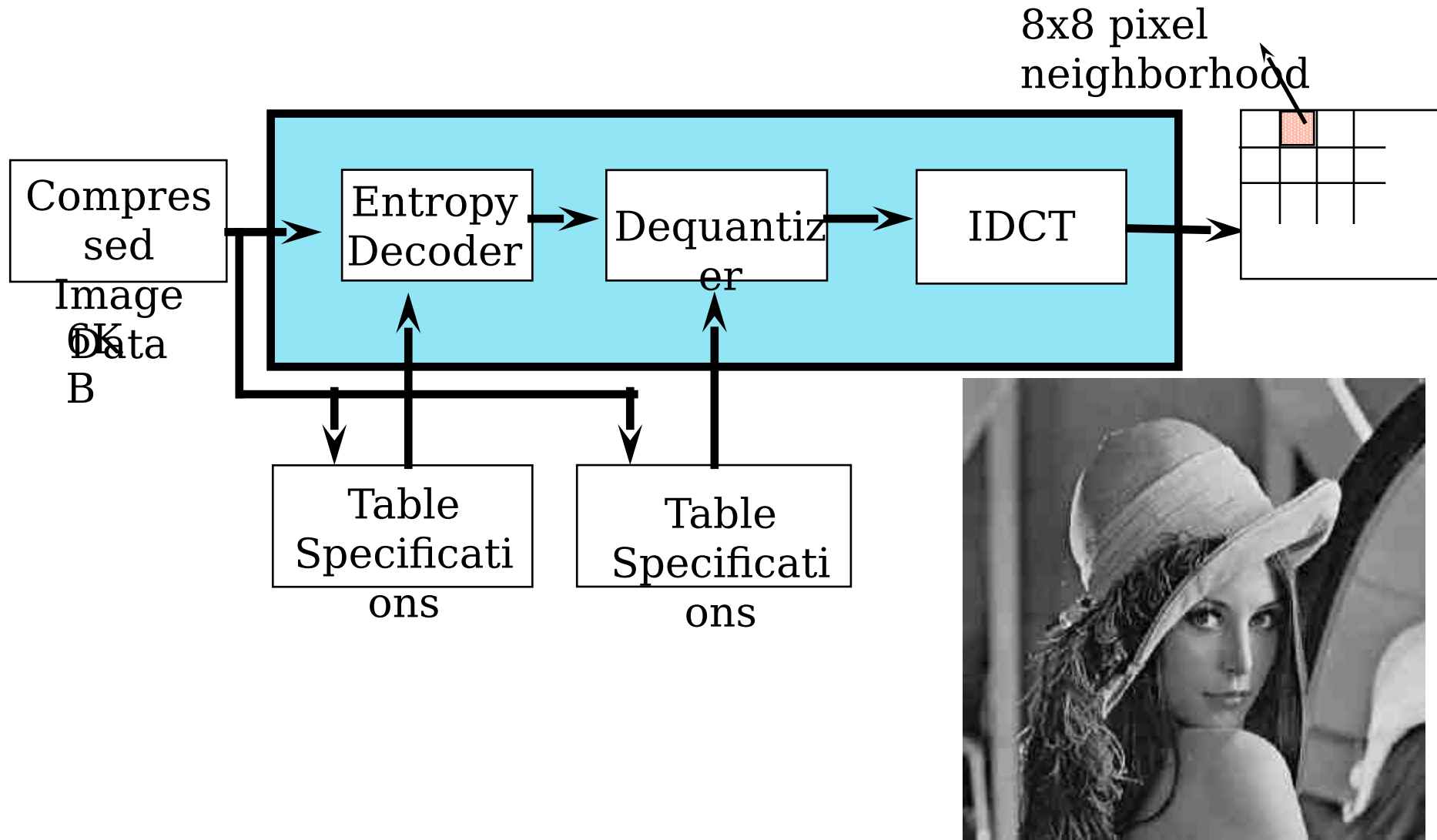
JPEG (cont'd)

- **Standardized Quantization Tables for:**
 - General Purpose Grayscale
 - General Purpose Color
 - Visual/EO
 - Infrared
 - Detected SAR
 - Downsample JPEG (Method 4) Grayscale
- **Five levels of quality for each image type**
- **Provisions for 'Custom' Tables when needed**

DCT - BASED ENCODER JPEG



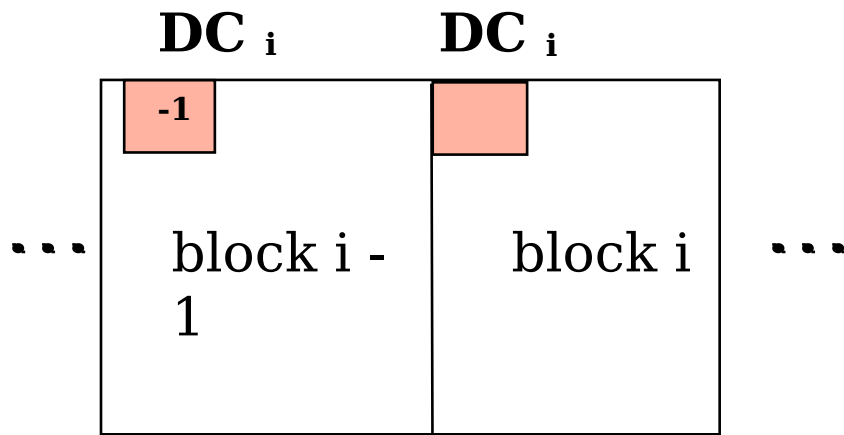
IDCT - BASED DECODER JPEG



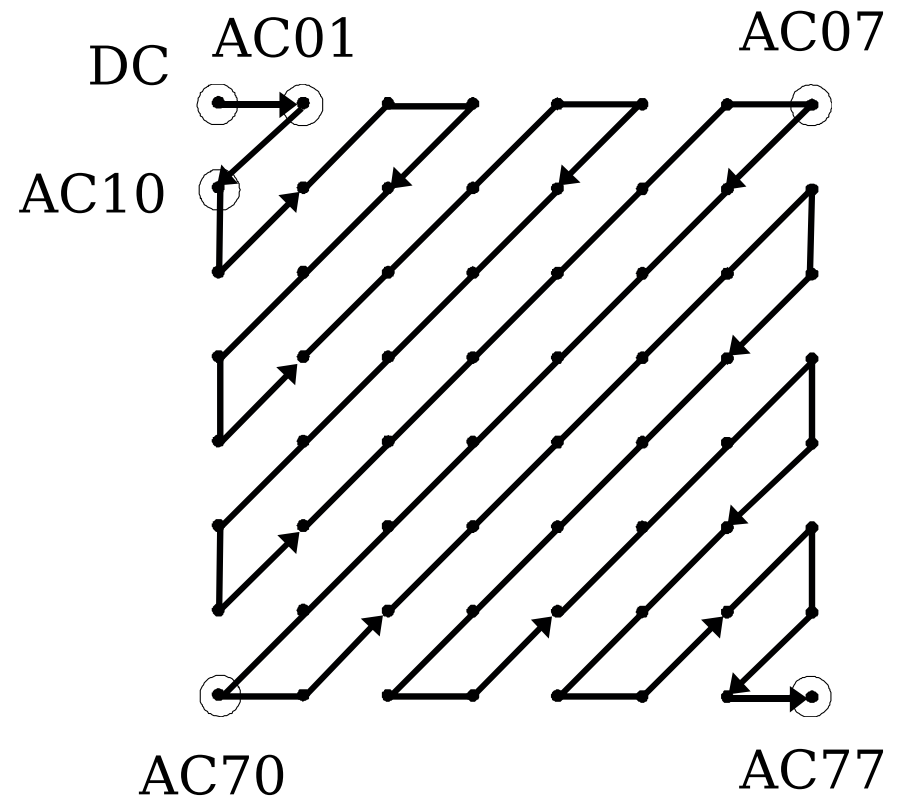
COMPARISON



PREPARATION OF QUANTIZED COEFFICIENTS FOR ENTROPY ENCODING

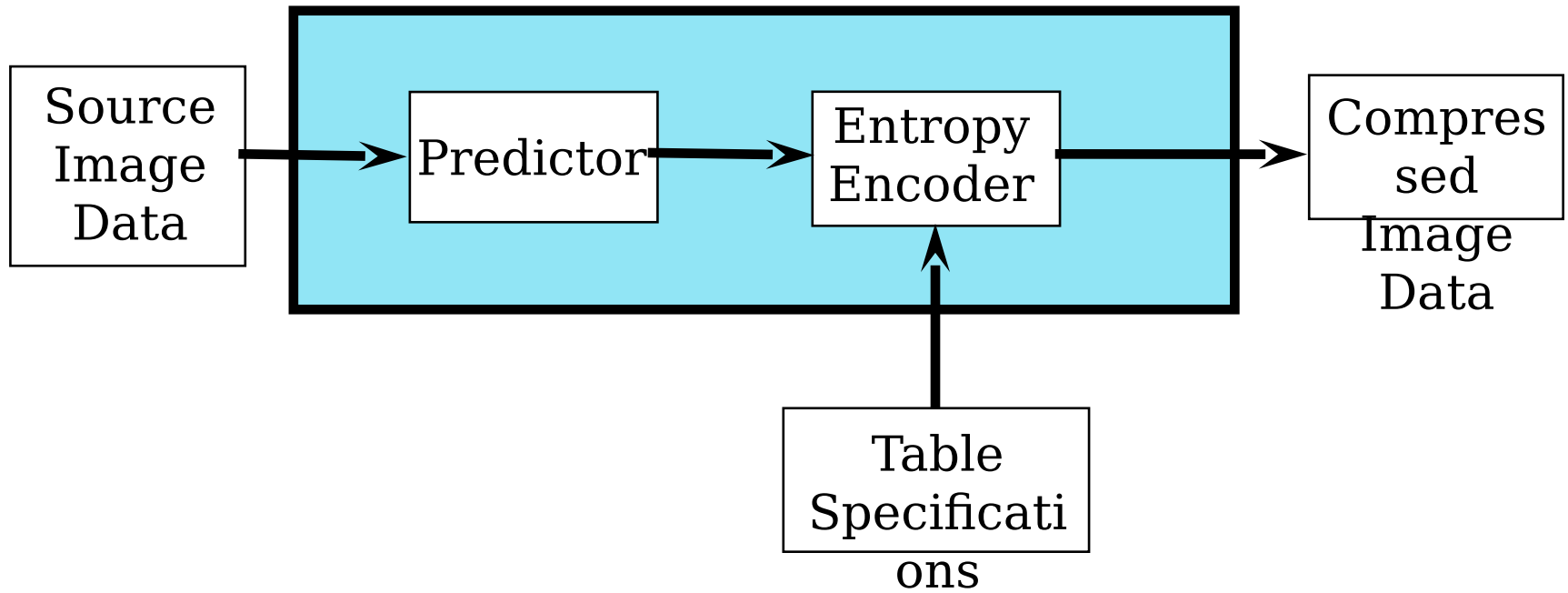


Differential DC
Encoding

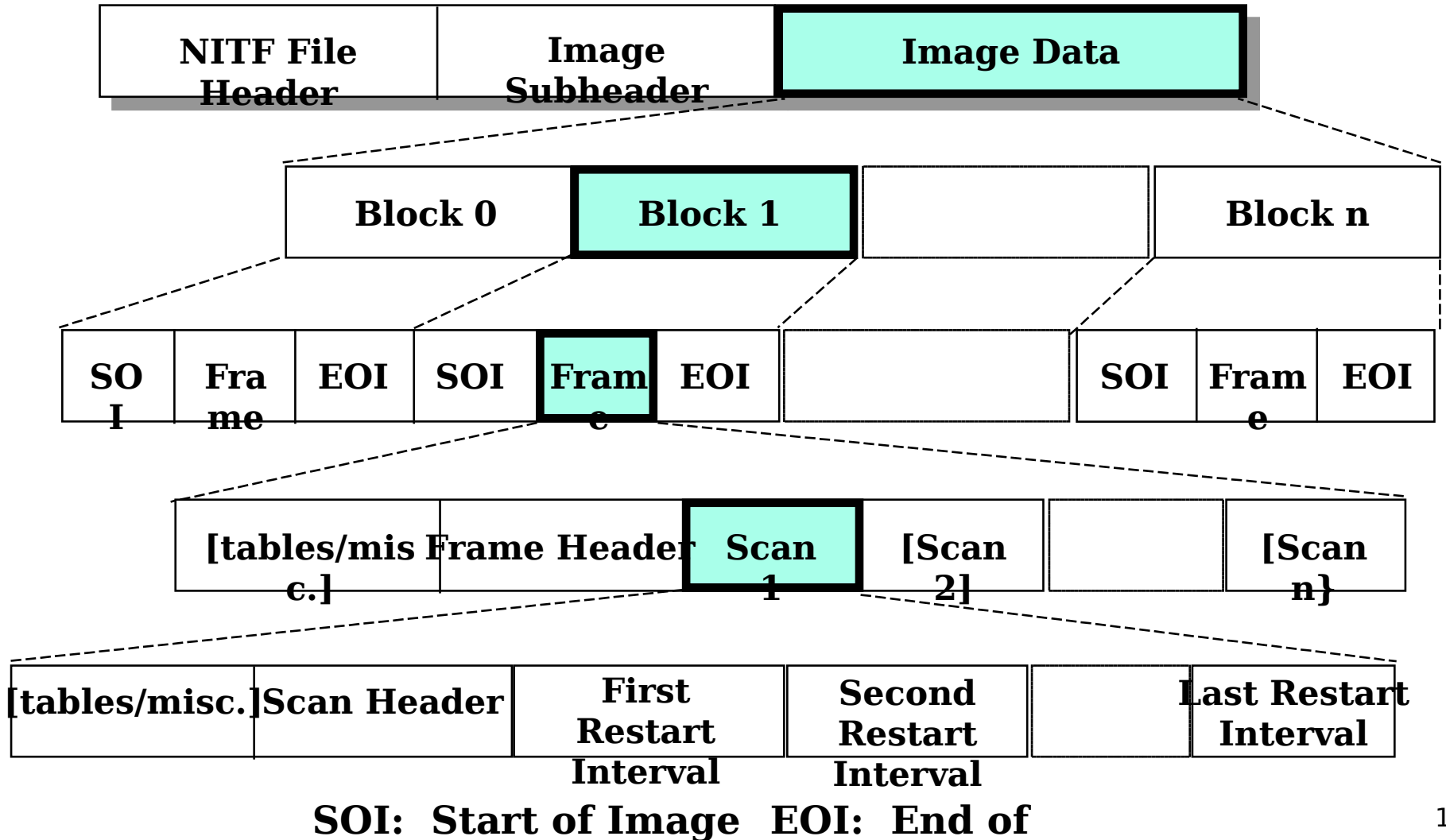


**ZIG-ZAG
ORDER**

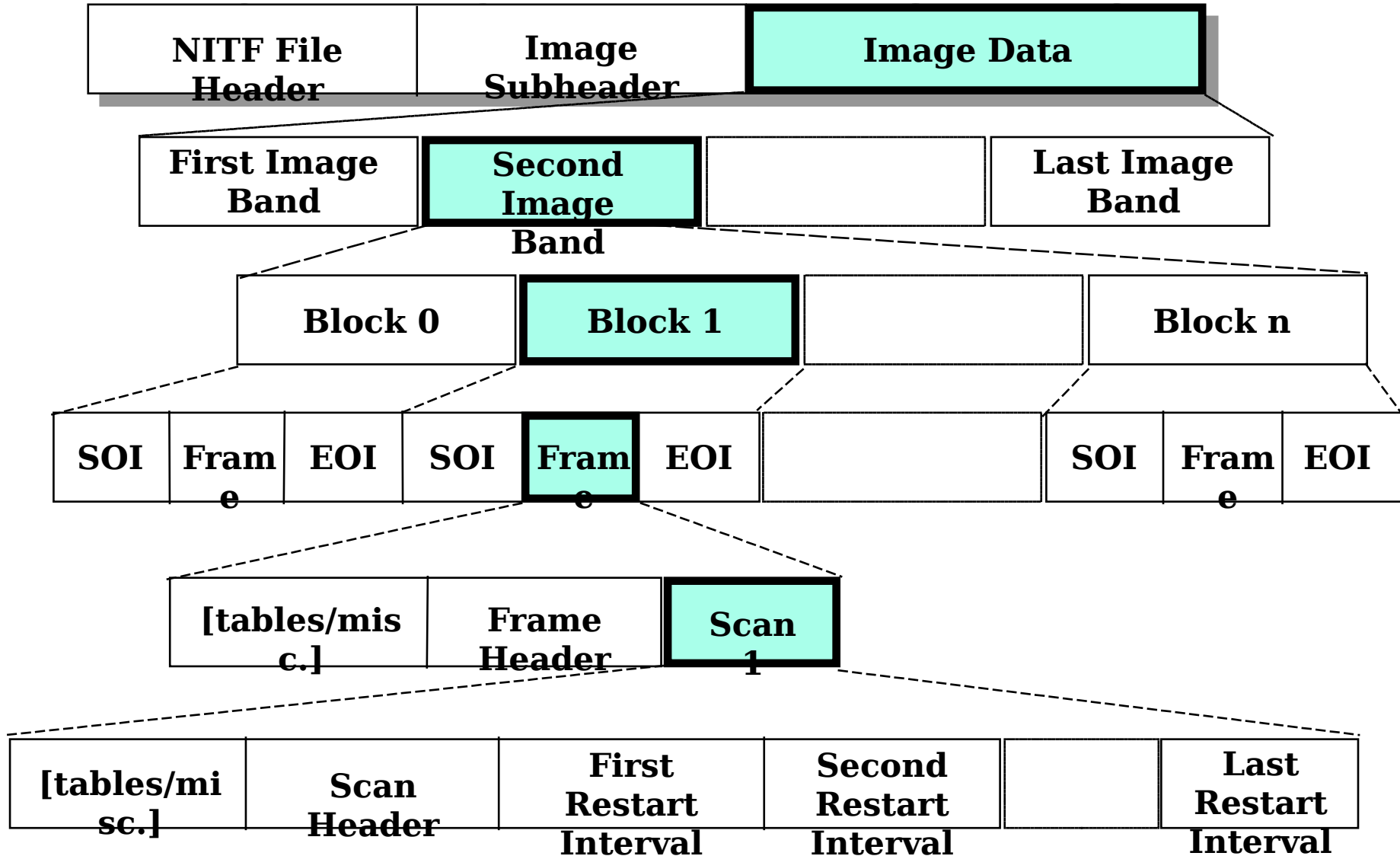
LOSSLESS ENCODER



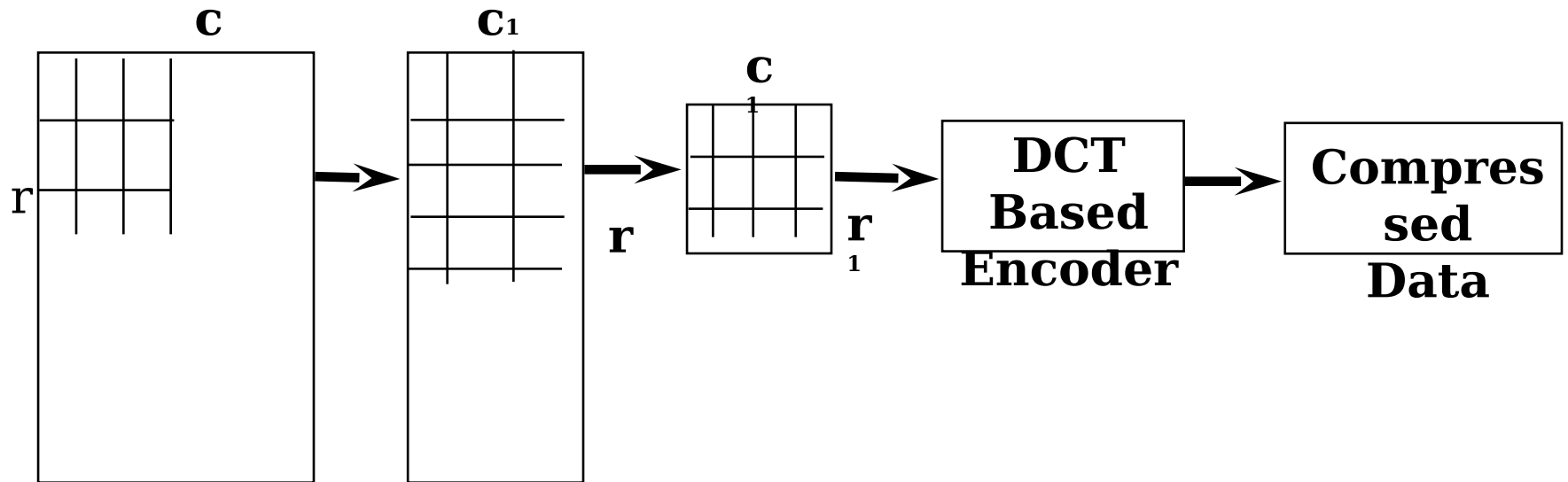
JPEG COMPRESSED NITF MULTIPLE BLOCK FILE STRUCTURE



JPEG COMPRESSED NITF MULTIPLE BLOCK FILE



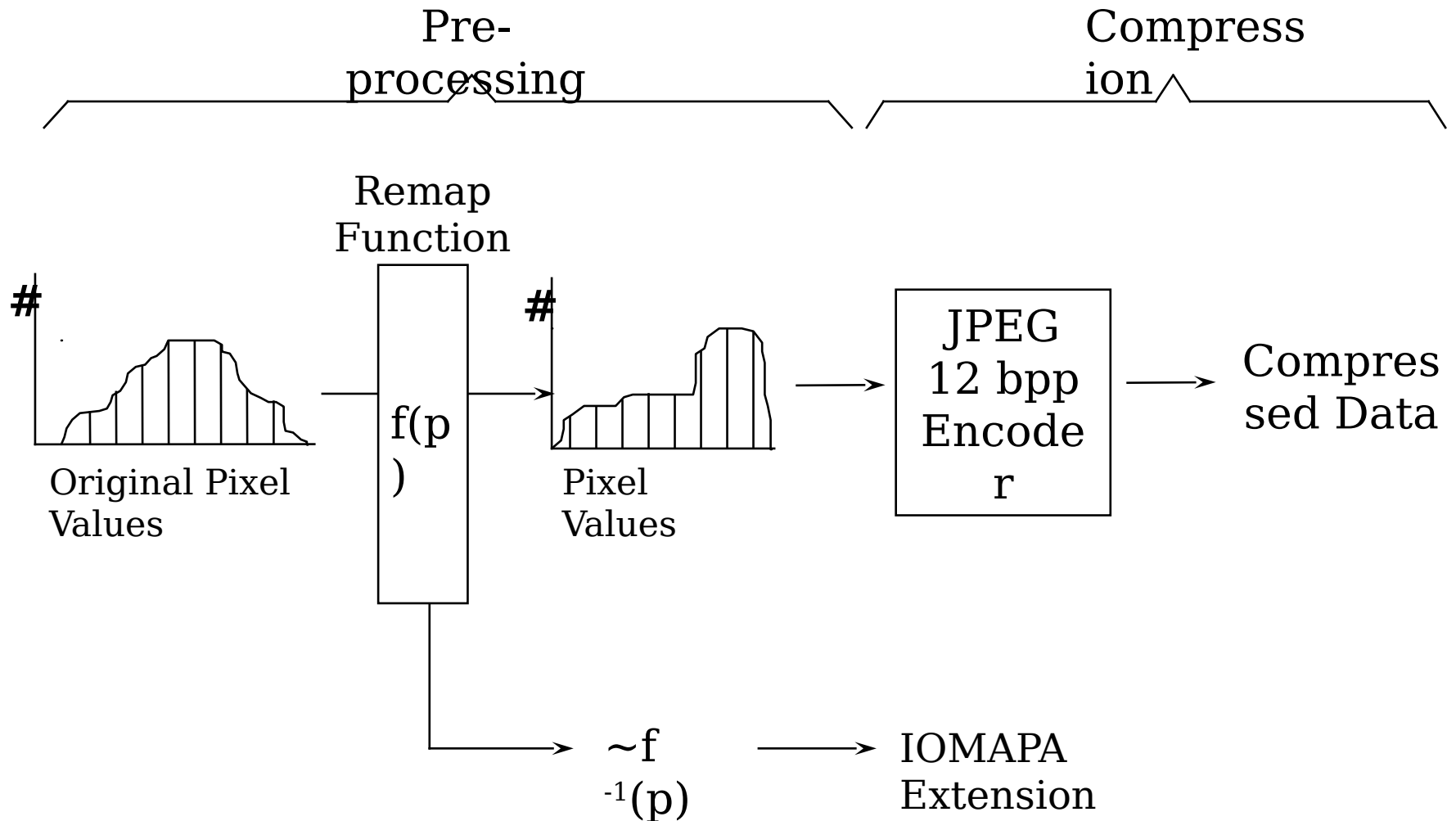
DOWNSAMPLE JPEG



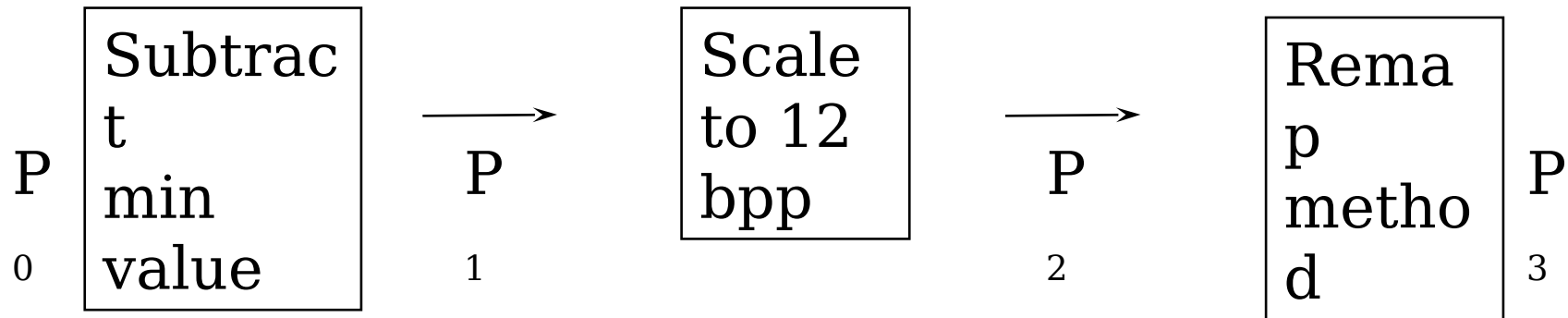
**Source
Image
Data**
 Downsampling
 Ratio =

$$\frac{r \times c}{r_1 \times c_1}$$

PRE/POST-PROCESSING



REMAPPING FUNCTION



$$P_1 = P_0 - P_{\min}$$

$$P_2 = P_1 \times 2^{S_1} \quad (P_2 = P_1 \text{ LSL}(S_1))$$

$$P_3 = F_{\text{remap}(0, 1, 2, 3)}(P_2)$$

Remap methods 0, 1, 2 & 3

LSL = Logical Shift Left

REMAP METHODS

0 - No change, unity function. $P_3 = P_2$

1 - Look-up Table,

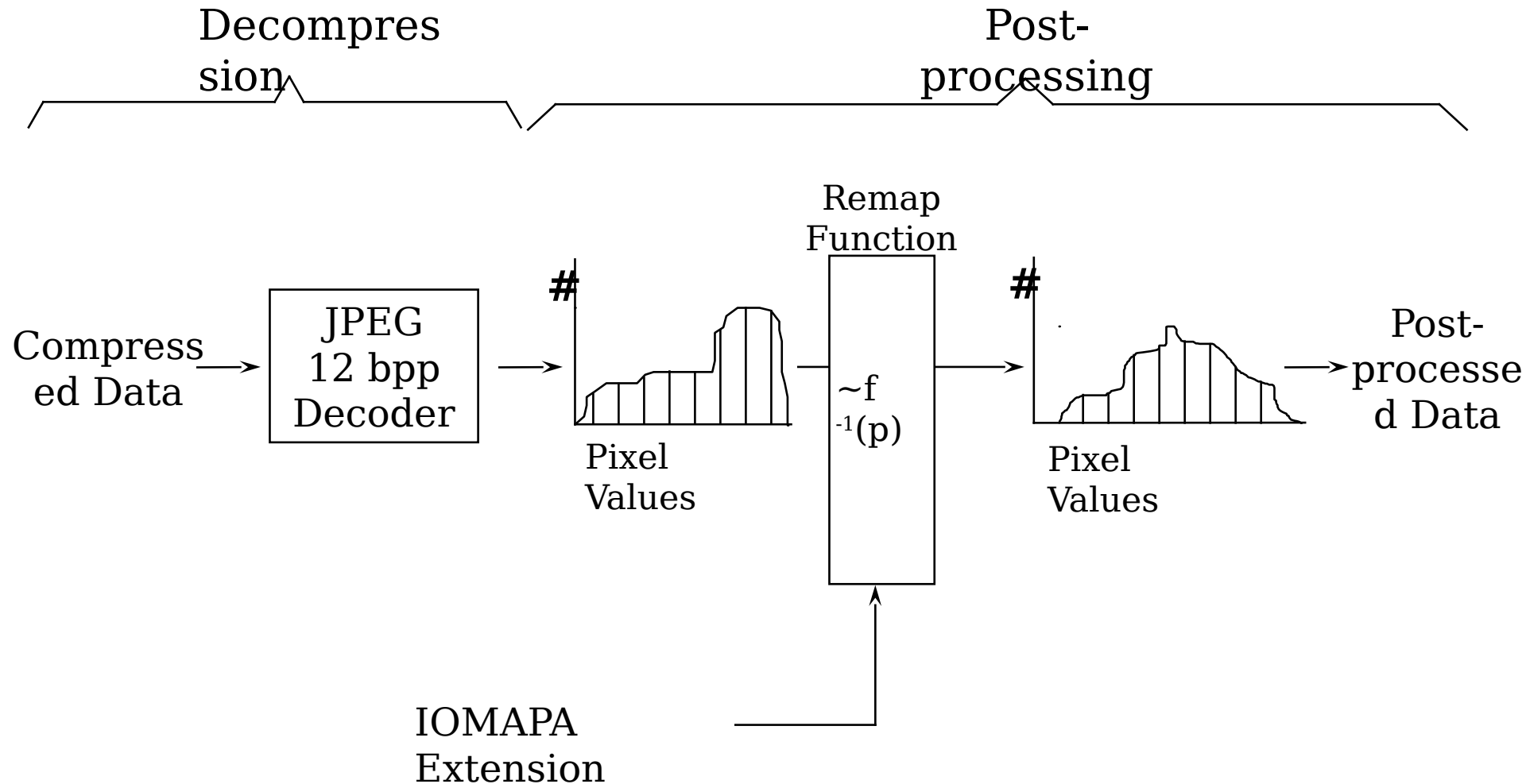
P	P
2	3

2 - Logarithmic function, $P_3 = e^{f(P_2)}$

3 - Polynomial function (up to 5th order),

$$P_3 = b_0 + b_1 P_2 + b_2 P_2^2 + b_3 P_2^3 + b_4 P_2^4 + b_5 P_2^5$$

PRE/POST PROCESSING

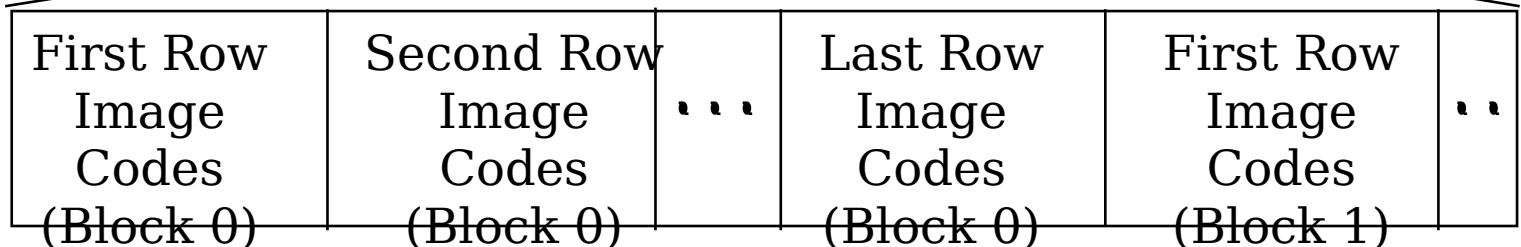
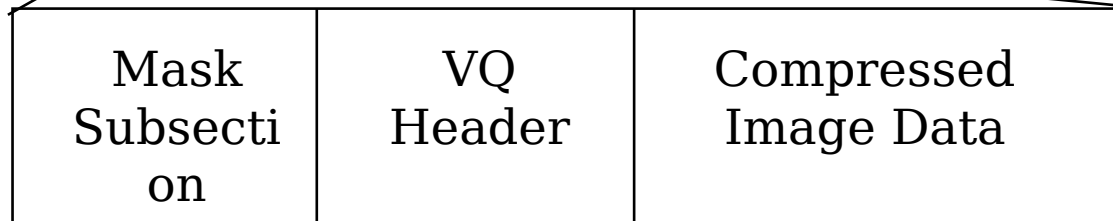
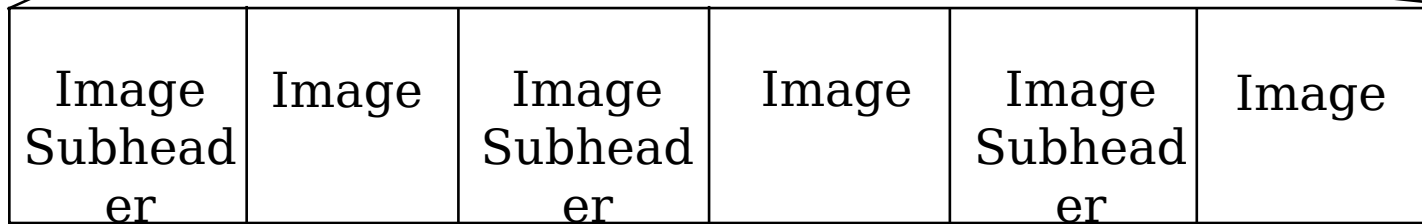
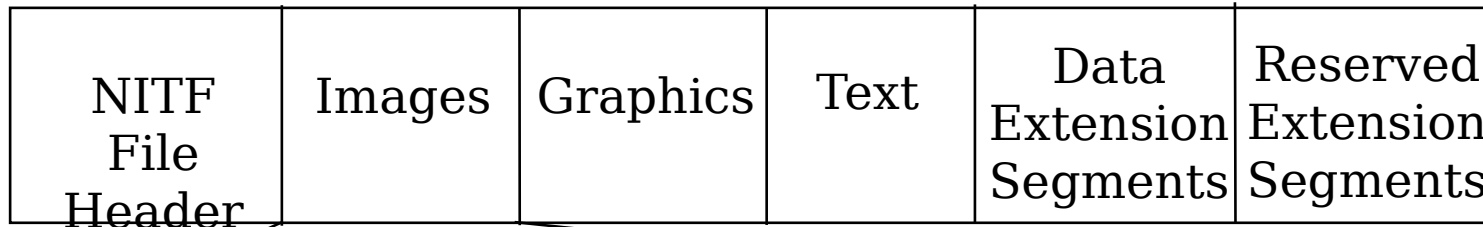


Vector Quantization (VQ)

- **MIL-STD-188-199**
- **ISO/IEC 12087-5 BIFB Annex B**
 - Compress once, use product many times
 - Decompress via simple code book look up process
 - High compression (.75 bpp), yet visually lossless
 - Used for raster scanned maps, e.g., CADRG
 - Used for Controlled Image Base (CIB)
 - Unlimited image size; typical is 1536 x

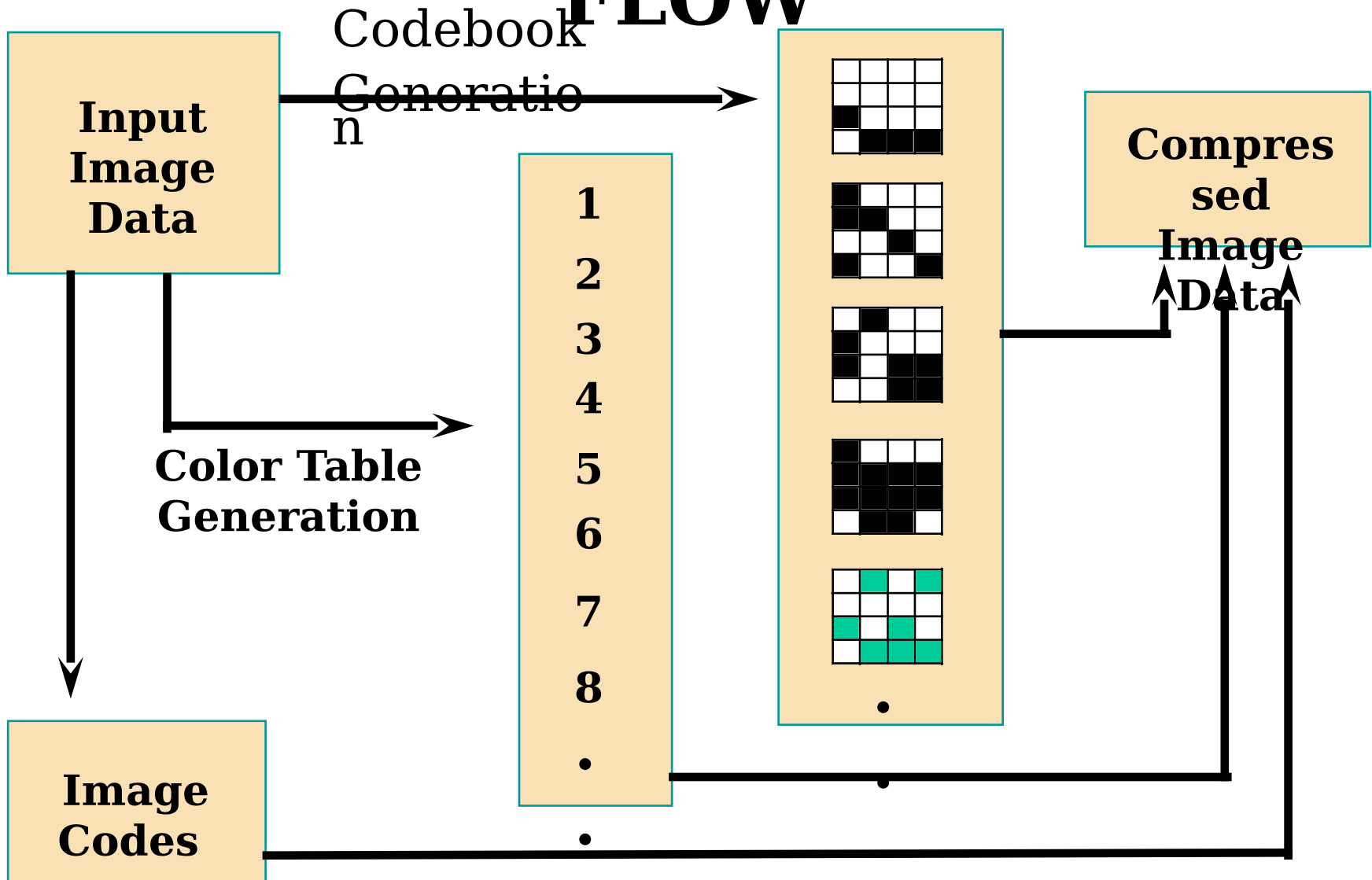
1536

VQ NITF FILE STRUCTURE

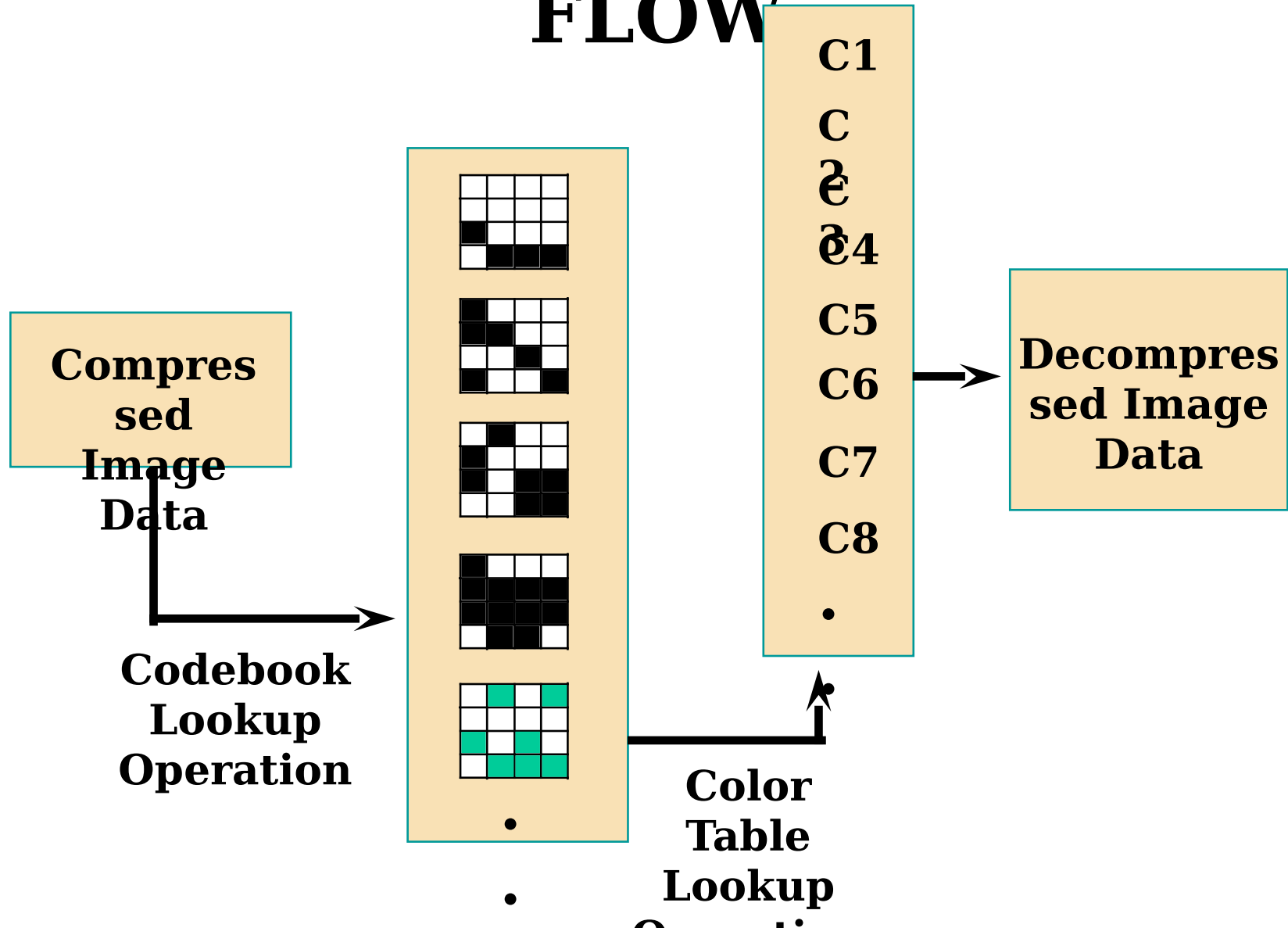


VQ COMPRESSION PROCESS

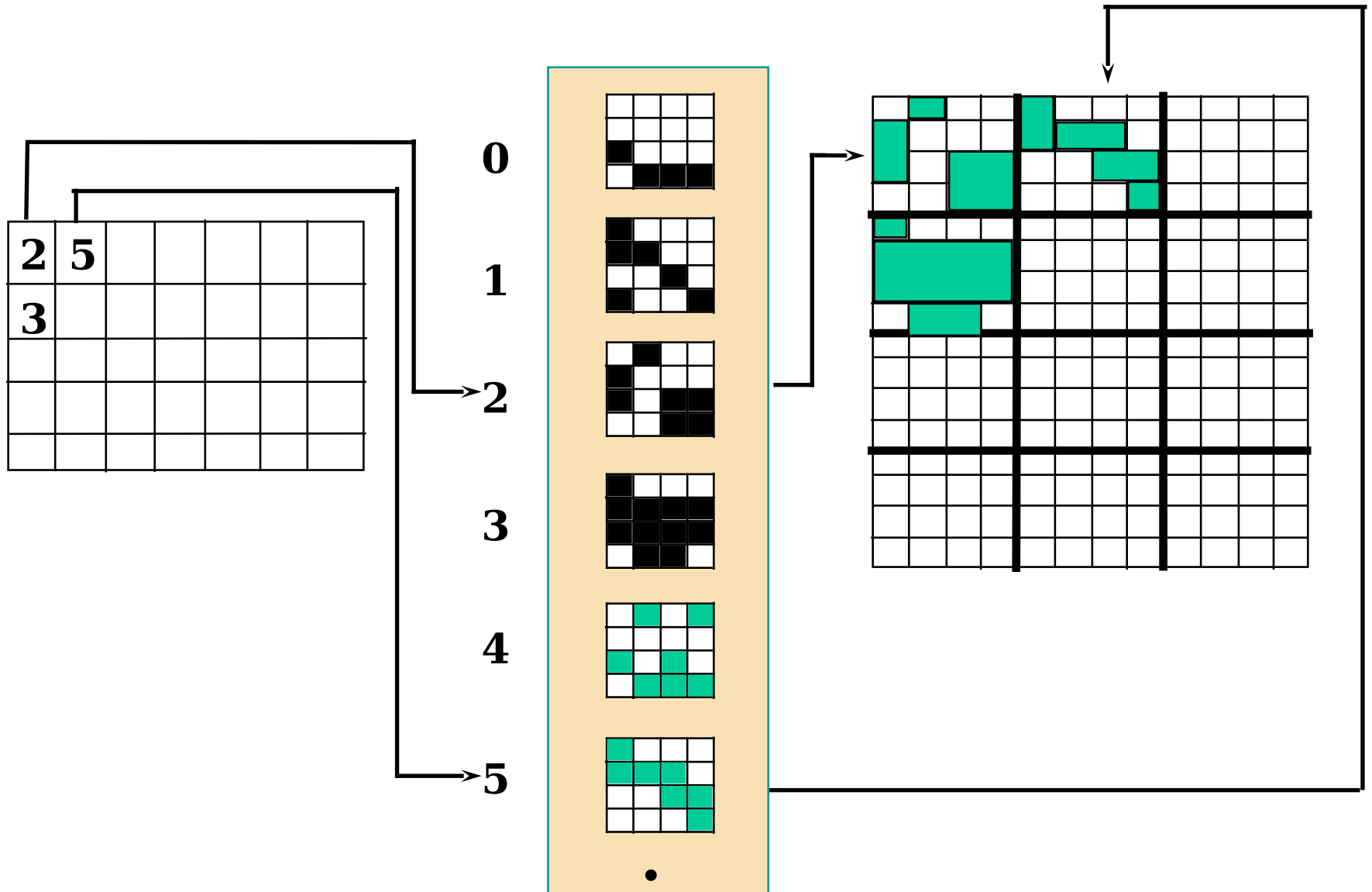
FLOW



DECOMPRESSION PROCESS FLOW



VQ SPATIAL DECOMPRESSION



JPEG 2000

- **ISO/IEC 15444 Part 1**

- Wavelet based decomposition by resolution
- Arithmetic entropy encoding
- Pixel precision from 1 to 38 bits per pixel
- Single and multiple bands
- Both numerically lossless and lossy options
- Very scalable
- Many processing options can be done in the compressed data domain (w/o decompression)
- Suitable for today's PCs, Hand-helds, scanners, digital cameras, etc.

J2K STANDARD STATUS

- The standard only specifies a decoder and a bitstream syntax and is issued in several parts:
 - **Part I:** Specifies the minimum compliant decoder (e.g., a decoder that is expected to satisfy 80% of applications); this International Standard (IS) was approved 12/30/00. This has currently been published by the ISO. It is the basis for the BIIF/J2K Profile.
 - **Part II:** Describes optional features and value added extensions. This IS was approved 1/10/01. We expect to use the multiple component section of this document for the compression of spectral data. It is expected that the BIIF/J2K Profile will be modified to include selected technology from this standard as required.
 - **Part III:** Motion JPEG 2000 with file format from MPEG 4. We expect that this will become part of the BIIF J2K profile at a later date when high resolution motion imagery is more of a requirement.

J2K STANDARD STATUS (CONT'D)

- **Part IV:** Compliance testing procedures. This standard was approved 7/10/02. Compliance test imagery and procedures are very important for the promotion of “compliant” standards and interoperability. This standard will be used to test compliance for the BIIF/J2K profile.
- **Part V:** Reference software: Two versions of reference software (JAVA, C++). The IS was approved. The US has brought concerns that the reference software is currently not fully compliant to the Part 1 standard.
- **Part VI:** Compound document. Being developed to support compound documents (text, graphics, and images) using the Mixed Raster Content (MRC) defined in ISO 16458. These standards are new work items of the JPEG 2000 Committee.

J2K STANDARD STATUS (CONT'D)

- **Part VIII:** Security: JPSEC. Security issues, such as authentication, data integrity, protection of copyright and intellectual property, privacy, conditional access, to mention a few, are among important features in many imaging applications targeted by JPEG 2000. This part of JPEG 2000 standard intends to provide tools and solutions in terms of specifications in order to allow applications to generate, consume, and exchange SECURE JPEG 2000 bitstreams.
- **Part IX:** Interactivity tools, APIs and Protocols: This part would support user interaction with JPEG 2000 images by providing APIs whereby applications could exploit JPEG features and protocols whereby this interaction can occur remotely over networks. Interactivity is a key component in many multimedia applications. Interactivity, in local or remote, often requires rules and syntax for exchange of information. As an example, a thin client may wish to browse through a very large image present on a server without requiring transmission of the whole image, Part 11 of JPEG 2000 intends to provide further specifications to

J2K STANDARD STATUS (CONT'D)

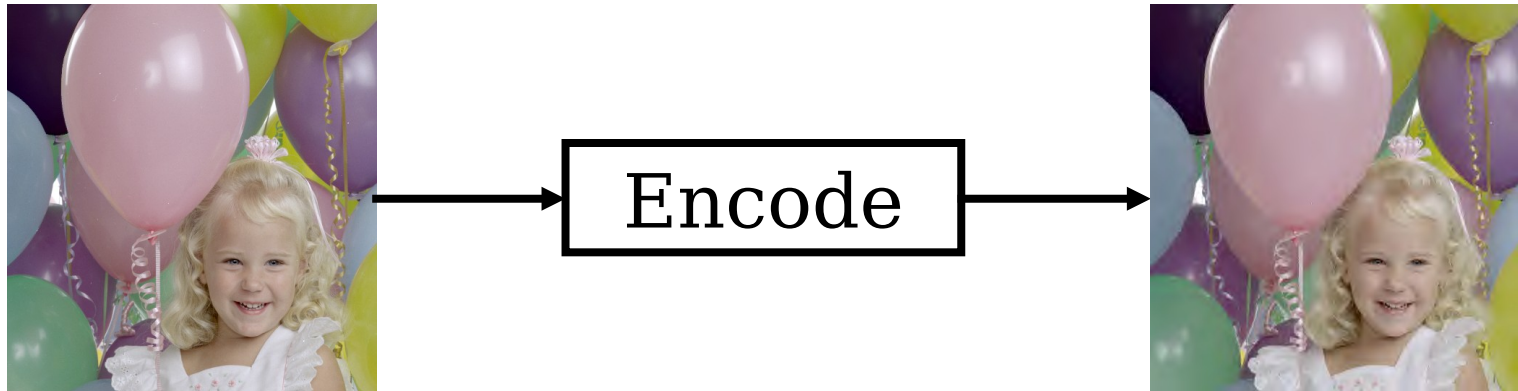
- **Part X:** 3-D and floating point data. This part will provide a mechanism for compression and decompression of volume data. JPEG 2000 Part 1 provides encoding and decoding mechanisms for two-dimensional image data. Part 2 provides extension to multiple components via decorrelating transforms. However, there is no provision for encoding across the decorrelated components. There is only two-dimensional encoding among the decorrelated components. Therefore, this part will provide the means for encoding directly three-dimensional set of original or transformed data. The applications are to volume imagery, usually gathered by tomography to create a volume medical, biological or geological images, or to measurement data associated with a three-dimensional grid.

WHAT MAKES JPEG 2000

SPECIAL

- With advances in compression science combined with advances in computers (speed and memory cost) JPEG 2000 has allowed a new compression paradigm to be born
- Advances in compression science
 - Wavelet transform
 - Bit plane arithmetic encoding
 - Embedded bit stream
- Advances in computers
 - Speed of CPU is fast enough to do more computation to achieve the same compression (more complicated compression algorithms)
 - Reduced cost of memory allows to take advantage of greater correlation lengths in an image
- A new paradigm is born
 - Meets the requirements of the client/server

OLD COMPRESSION PARADIGM (JPEG BASELINE)



Encoder choices

color space
quantization
entropy coder
pre-processing

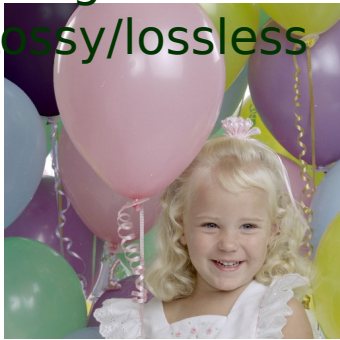
No decoder choices

only one image
post-processing

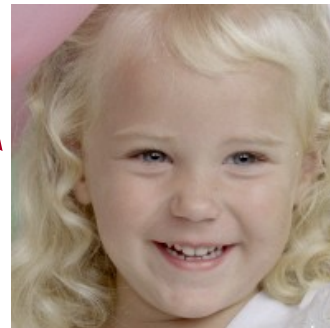
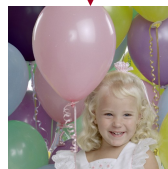
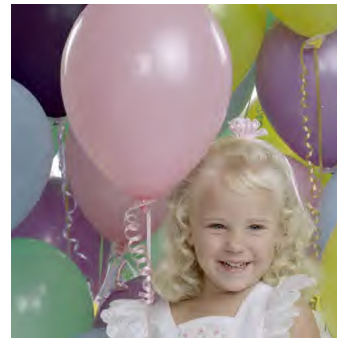
NEW COMPRESSION PARADIGM

Encode choices

Old paradigm choices +
Contone or binary
Tiling
Lossy/lossless



→ Encode



Decode choices

Image resolution
SNR fidelity
Visual fidelity
Target filesize
Component selection
Lossless/lossy
Region-of-interest

SNR SCALABILITY EXAMPLE



All images have been decompressed from the same bit-stream

RESOLUTION PROGRESSIVE EXAMPLE

**All images have been
decompressed from
the same bit stream.
The wavelet
decomposition
provides a natural
resolution**



REGION OF INTEREST (ROI) EXAMPLE

**ROI has bit
rate
of 2.0 bpp**

**Rest of
image
has bit rate
of
0.0625 bpp**



**Bit rate for entire image is
0.12 bpp**

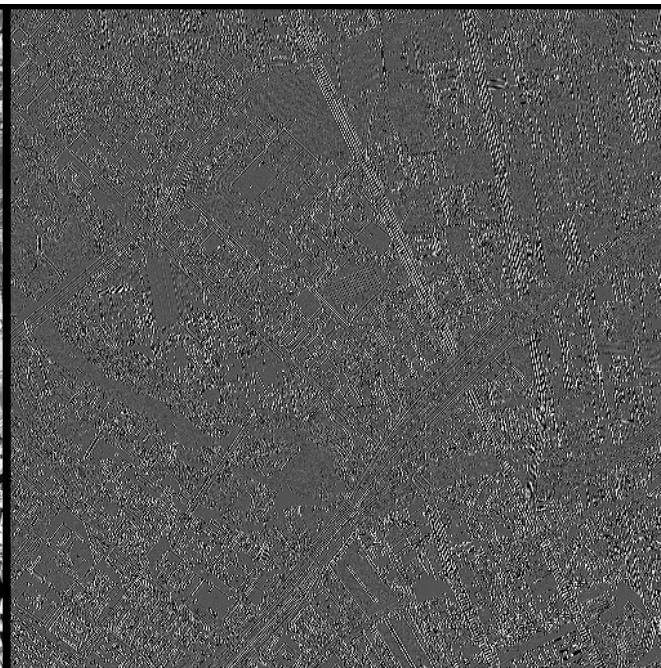
**Original
1024-by-
1024**



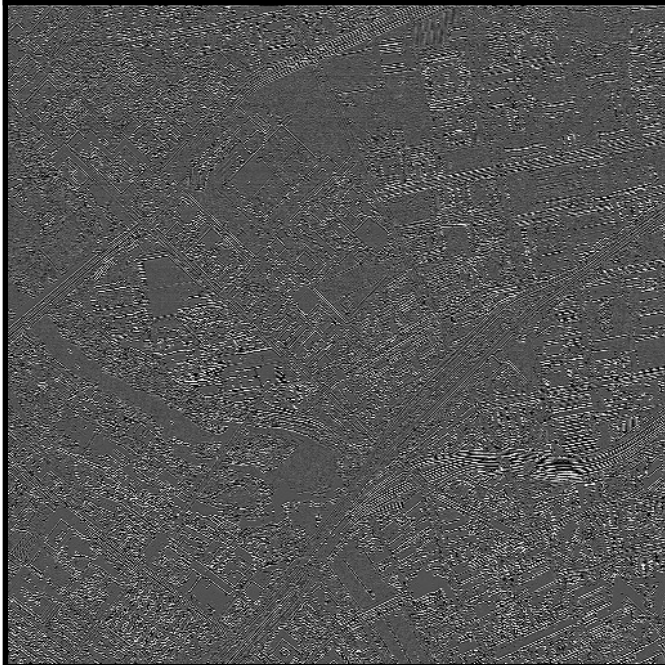
**Low-
Low**



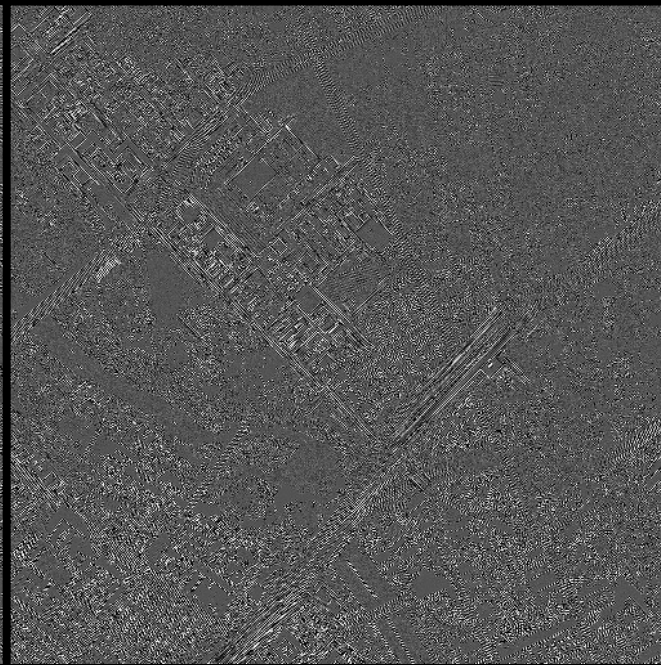
**High-
Low**



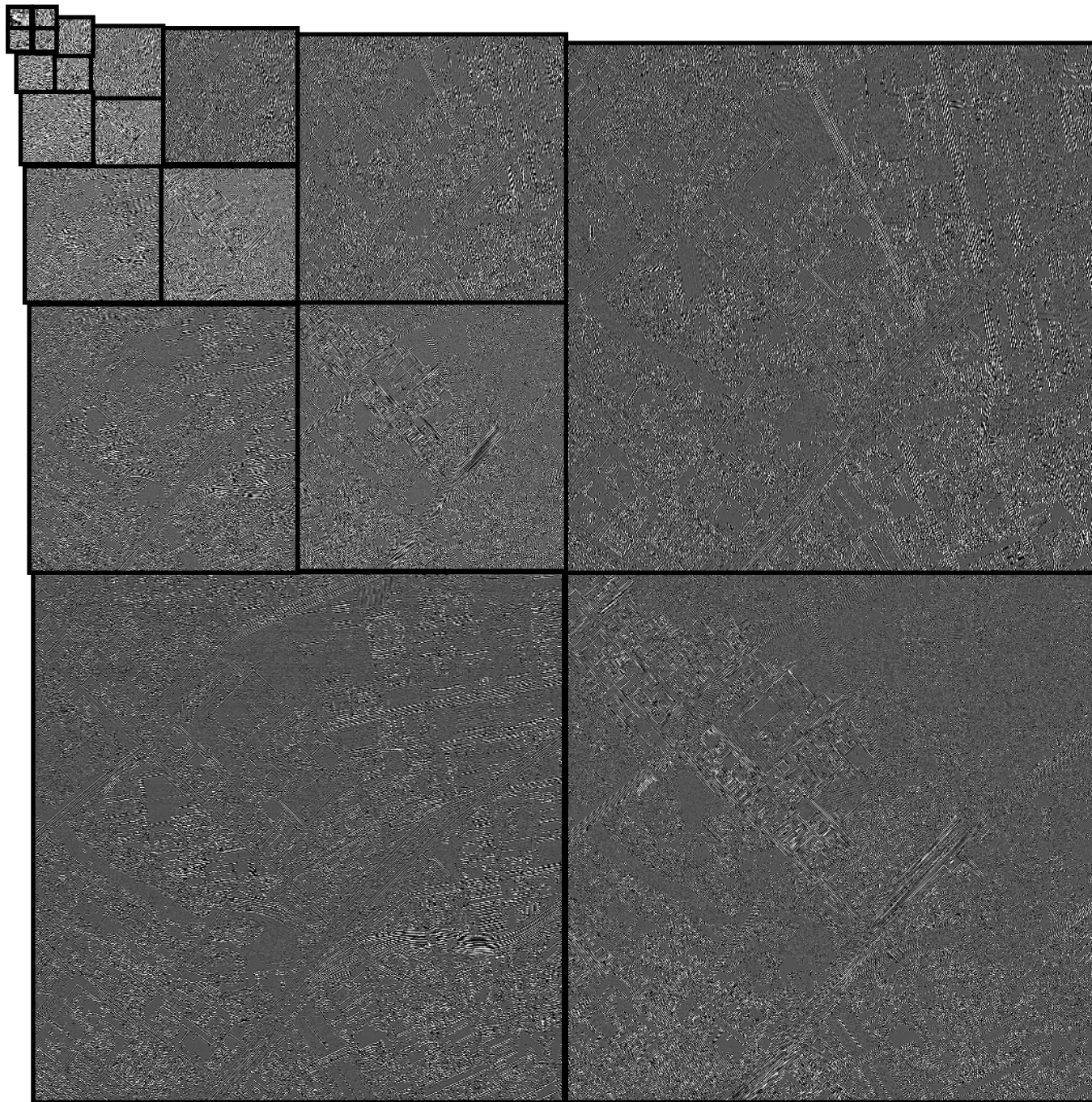
**Low-
High**



**High-
High**

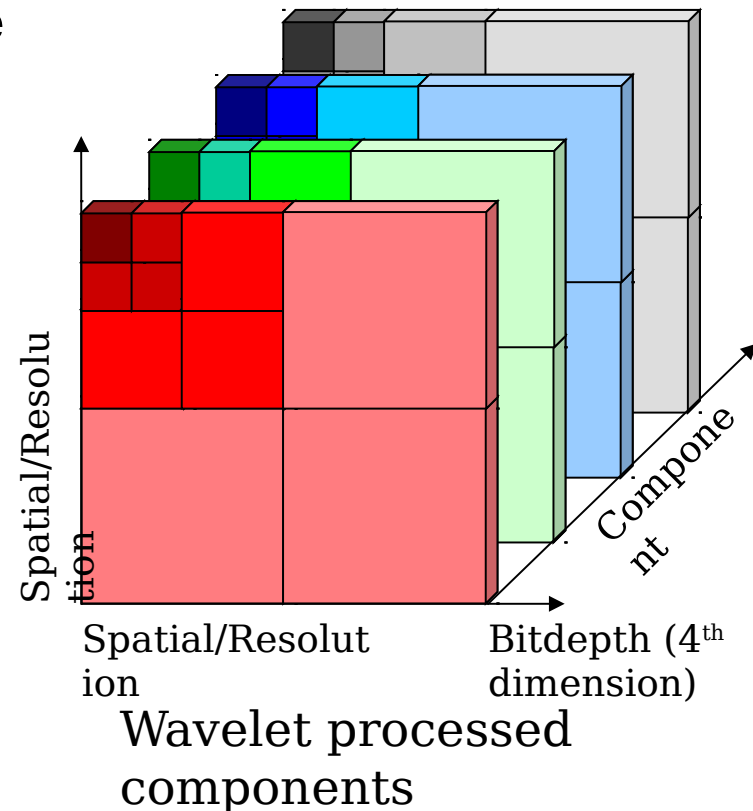


Wavelet Pyramid decompositi on

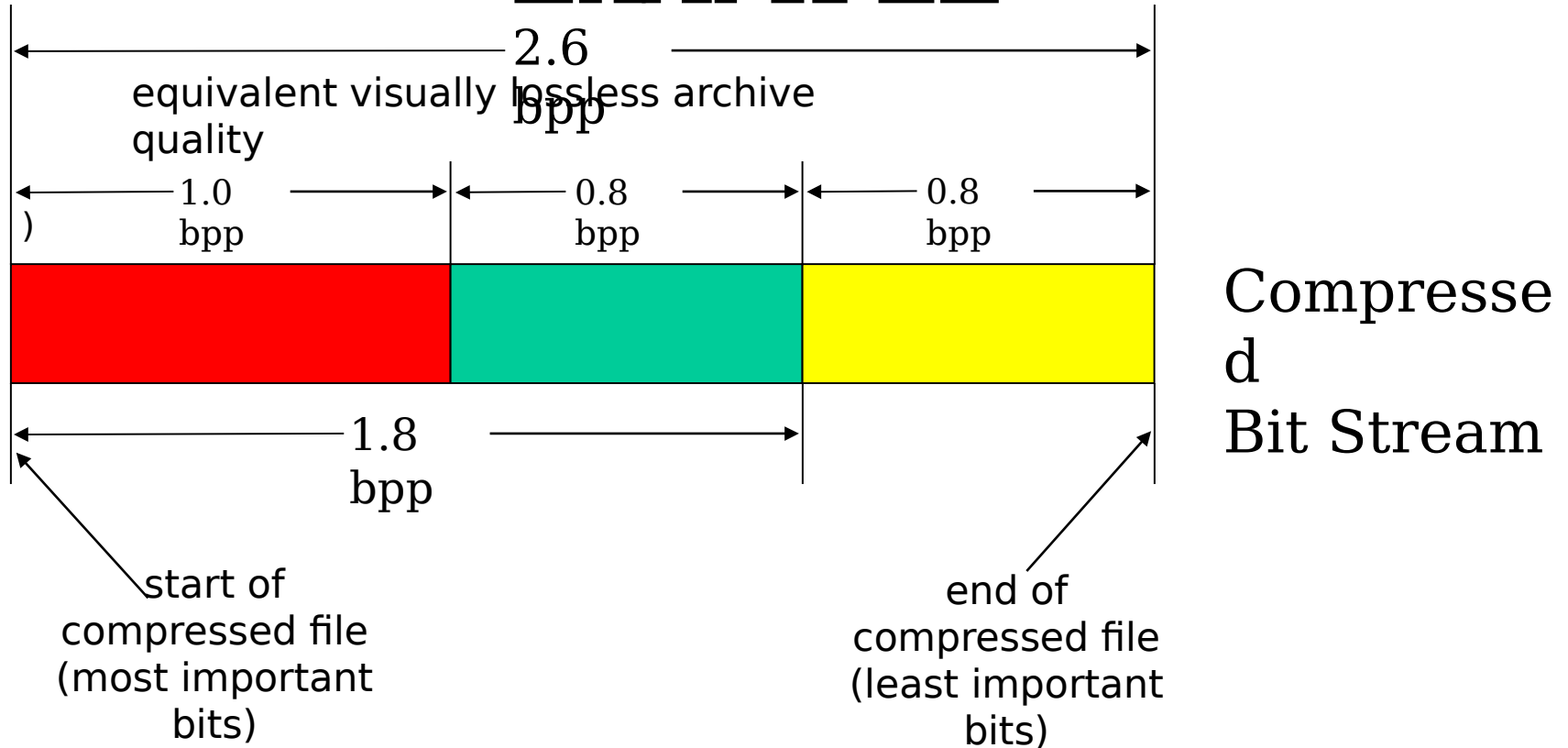


PROGRESSION IN JPEG 2000

- After wavelet processing, we have a four dimensional cube of data
 - Spatial/Resolution (two)
 - Component
 - Bitdepth
- JPEG 2000 allows progression along four dimensions
 - Layer (L)
 - Resolution (R)
 - Component (C)
 - Precinct or position (P)
- These are roughly equivalent as follows
 - Resolution & Precinct $\Leftrightarrow$ Spatial/Resolution
 - Component $\Leftrightarrow$ Component
 - Layer $\Leftrightarrow$ Bitdepth



EMBEDDED BIT STREAM EXAMPLE

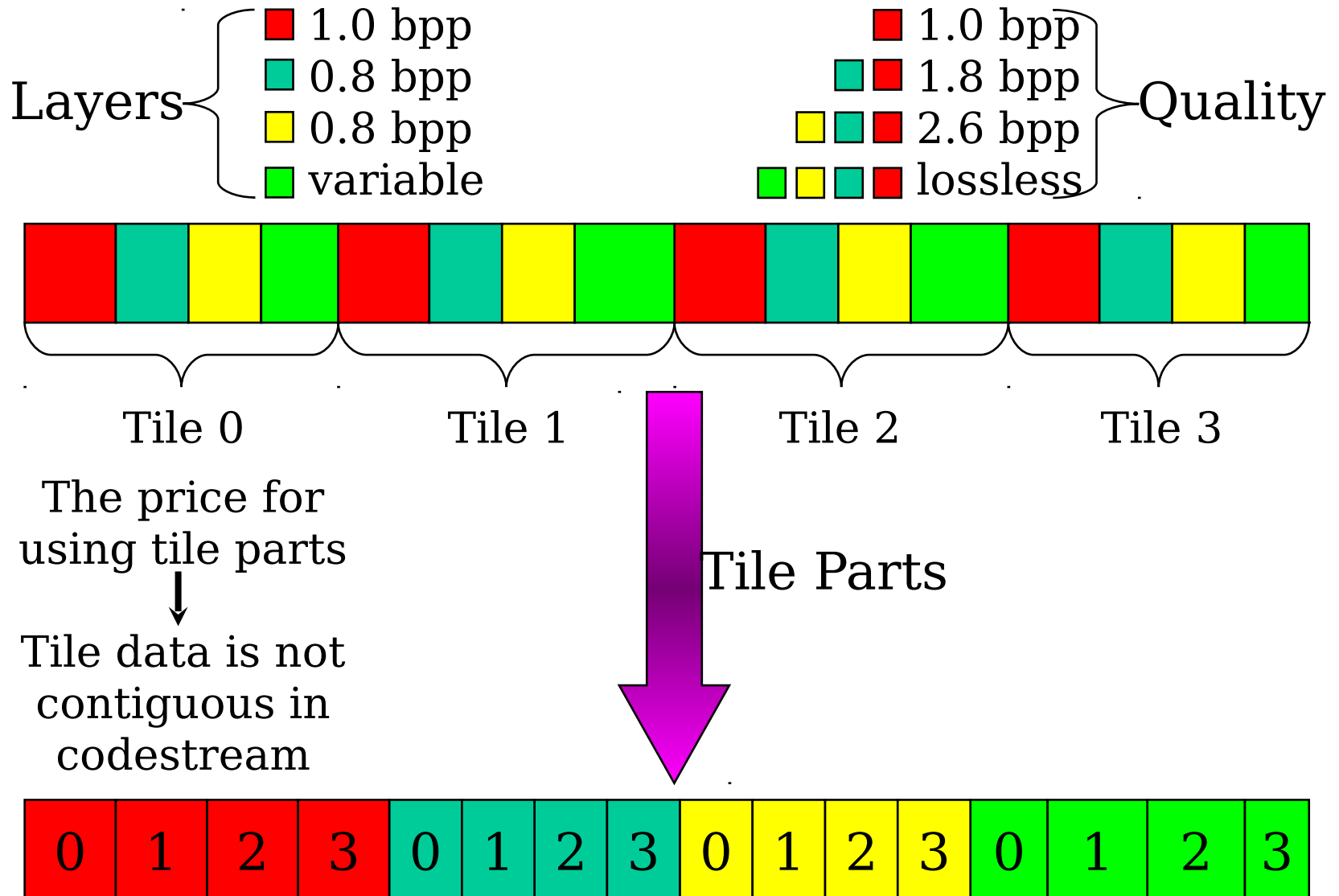


Compress to a very high quality (rate). Then, any quality (rate) less than that can be obtained by truncating compressed bit stream.

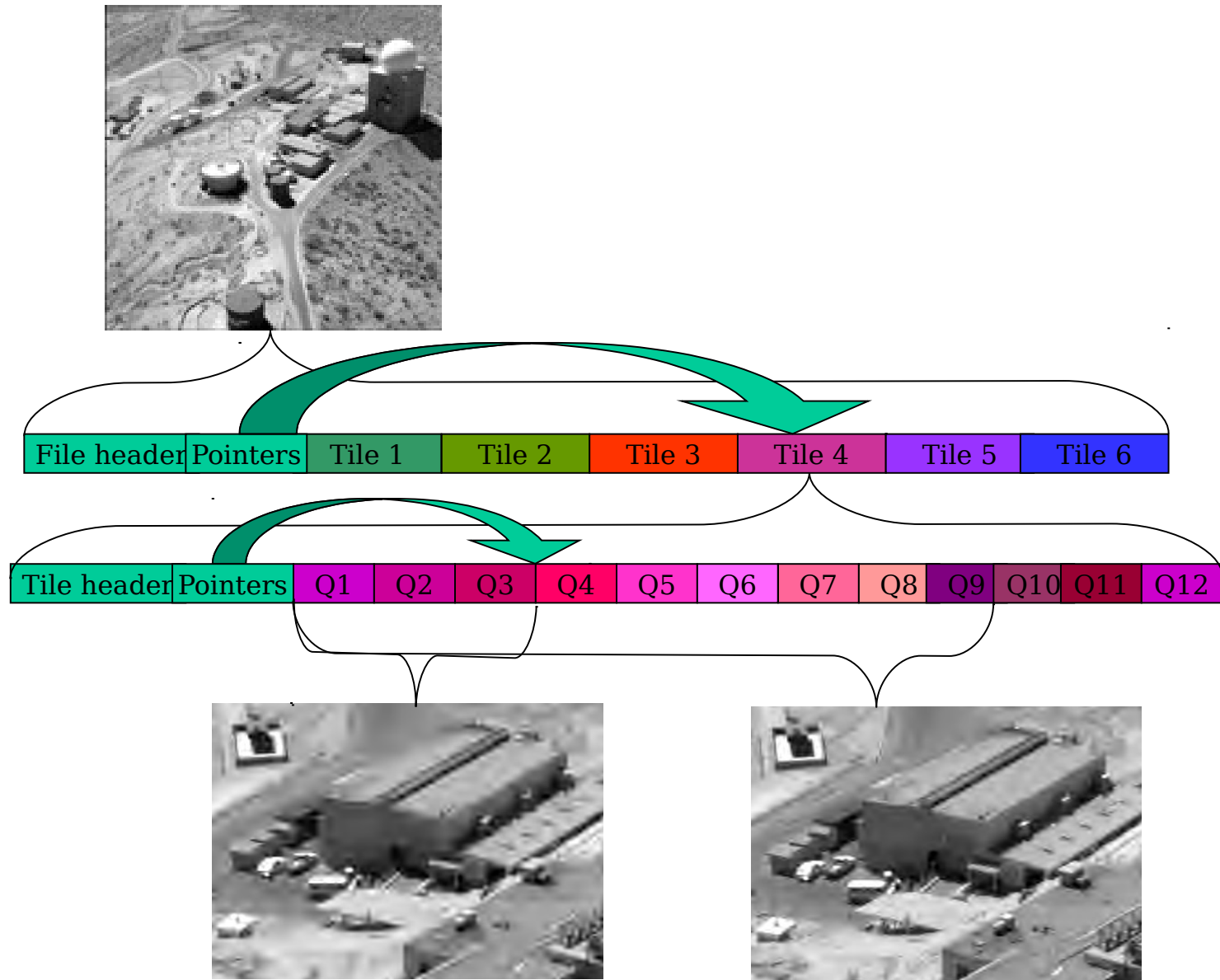
TILES

- Tiles are independently coded sub images. Nothing crosses tile boundaries
 - Wavelet
 - Entropy coding
 - Layers
 - Progressions
- Tiles may be broken into tile parts.
 - Tile parts from different tiles can be interspersed in codestream
 - Only mechanism available to achieve “tile progression”
 - Impairs ability to randomly access a tile
- In general, need to parse data out of tiles to achieve a different image quality
 - If all tiles are compressed at 2.0 bpp and you want 1.0 bpp, then need to go into each tile and get the 1.0 bpp

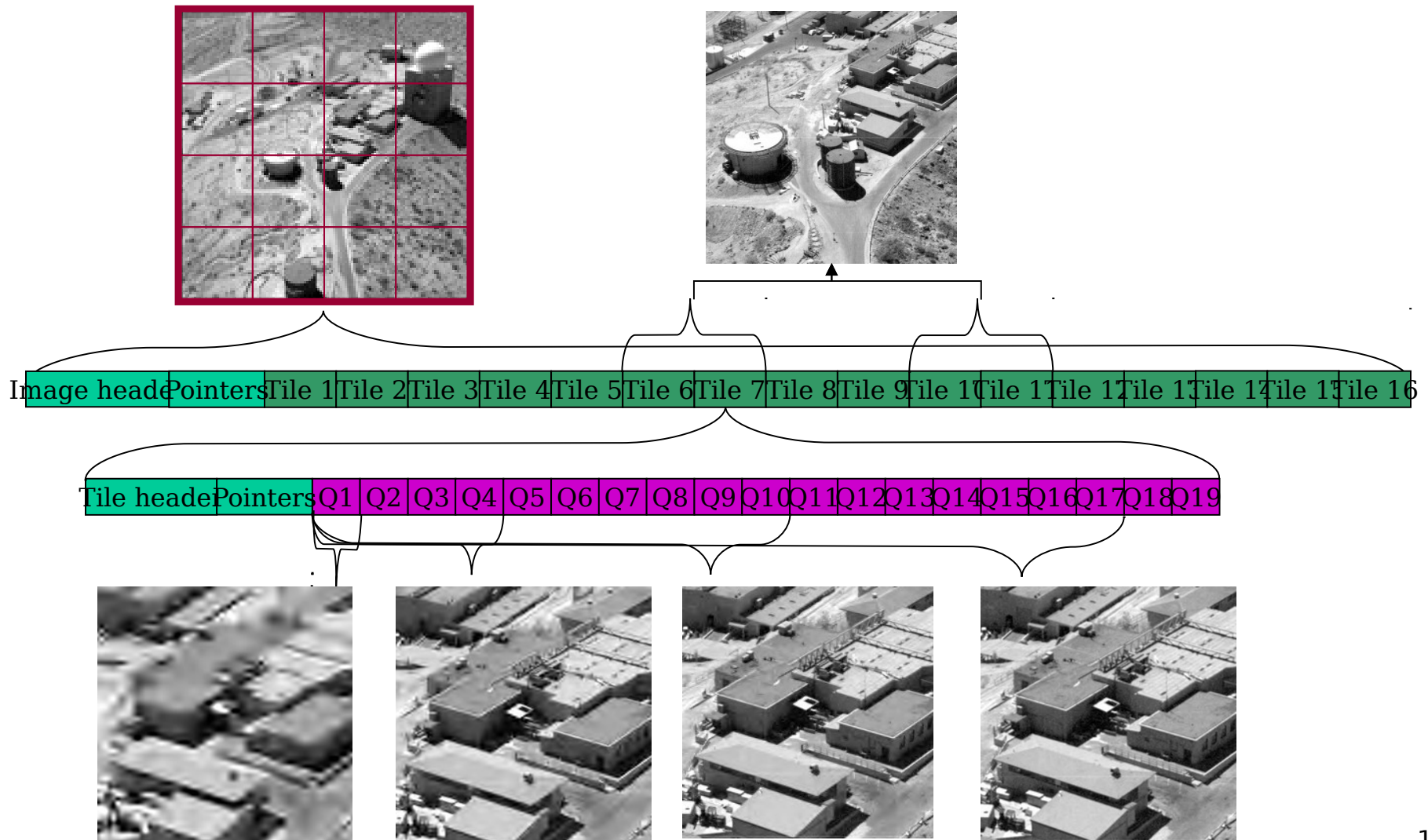
TILE CODESTREAM



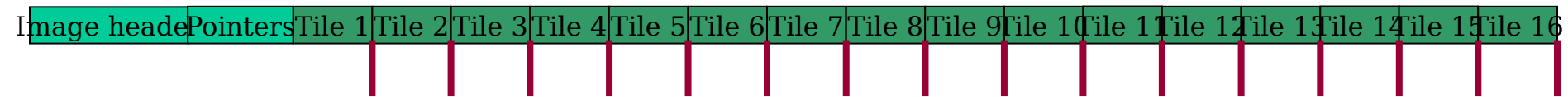
PARSING BITSTREAM



J2K QUALITY PROGRESSIVE BITSTREAM



J2K QUALITY PROGRESSIVE BITSTREAM



Layers 1-3
for all tiles.



J2K QUALITY PROGRESSIVE BITSTREAM

Image header	Pointers	Tile 1	Tile 2	Tile 3	Tile 4	Tile 5	Tile 6	Tile 7	Tile 8	Tile 9	Tile 10	Tile 11	Tile 12	Tile 13	Tile 14	Tile 15	Tile 16
--------------	----------	--------	--------	--------	--------	--------	--------	--------	--------	--------	---------	---------	---------	---------	---------	---------	---------

Layers 1-10
for all tiles.



EXAMPLE OF PROGRESSION BY ACCURACY



Original image was 8-bit uncompressed. All images extracted from a single 2.0 bpp compressed file.

With an embedded, progressively encoded bit stream, simply compress to high quality once and then decode the portion of the bit stream that meets your bandwidth requirements.

J2K QUALITY PROGRESSIVE BITSTREAM



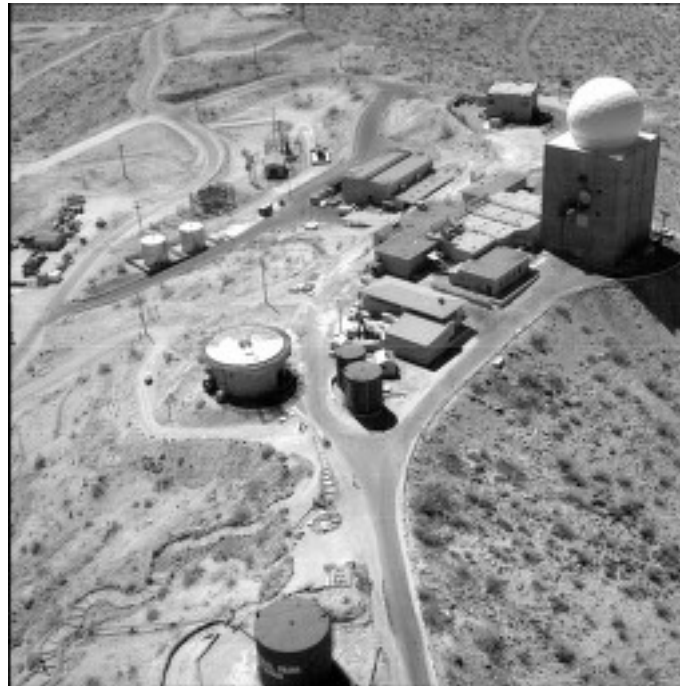
Resolution 3



J2K QUALITY PROGRESSIVE BITSTREAM



Resolution 2



J2K QUALITY PROGRESSIVE BITSTREAM



Resolution 1



EXAMPLES OF PROGRESSION BY RESOLUTION



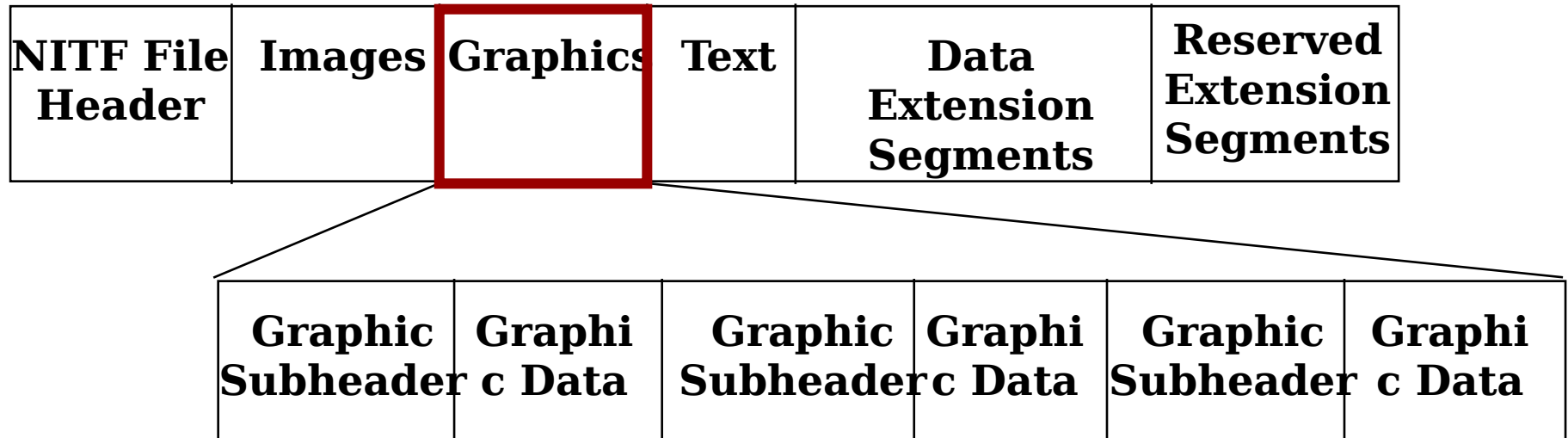
COMPRESSION - ADDITIONAL TOPICS OF INTEREST

- Spectral Data- Interband correlation
- Complex SAR Data
- Motion JPEG 2000
- JPEG 2000 Interactivity Tools
- 3D and Floating Point Data

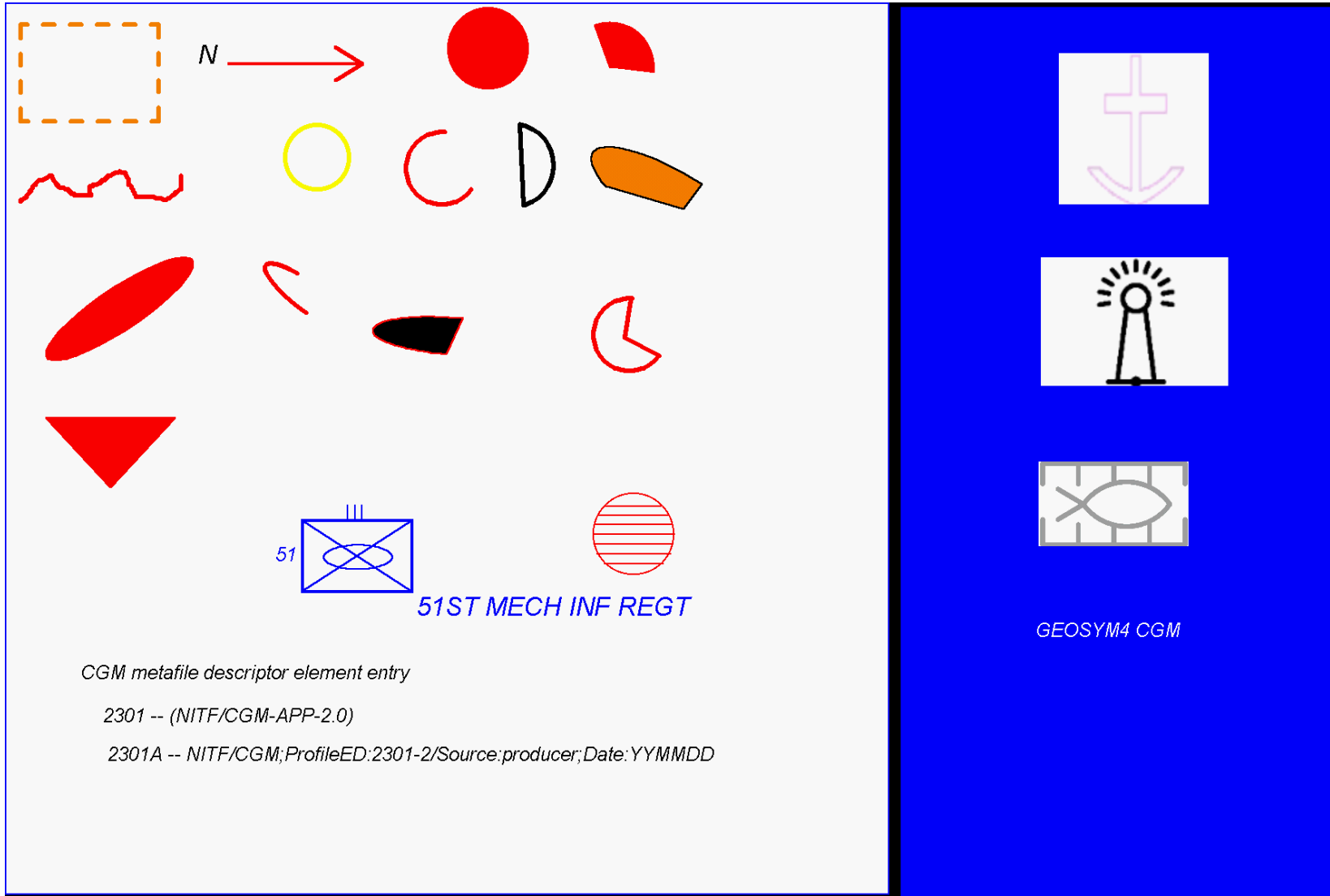
ANNOTATIONS

- Graphics/Symbols
 - CGM
 - Bit-Mapped (Legacy)
- Labels (Legacy)
- Text

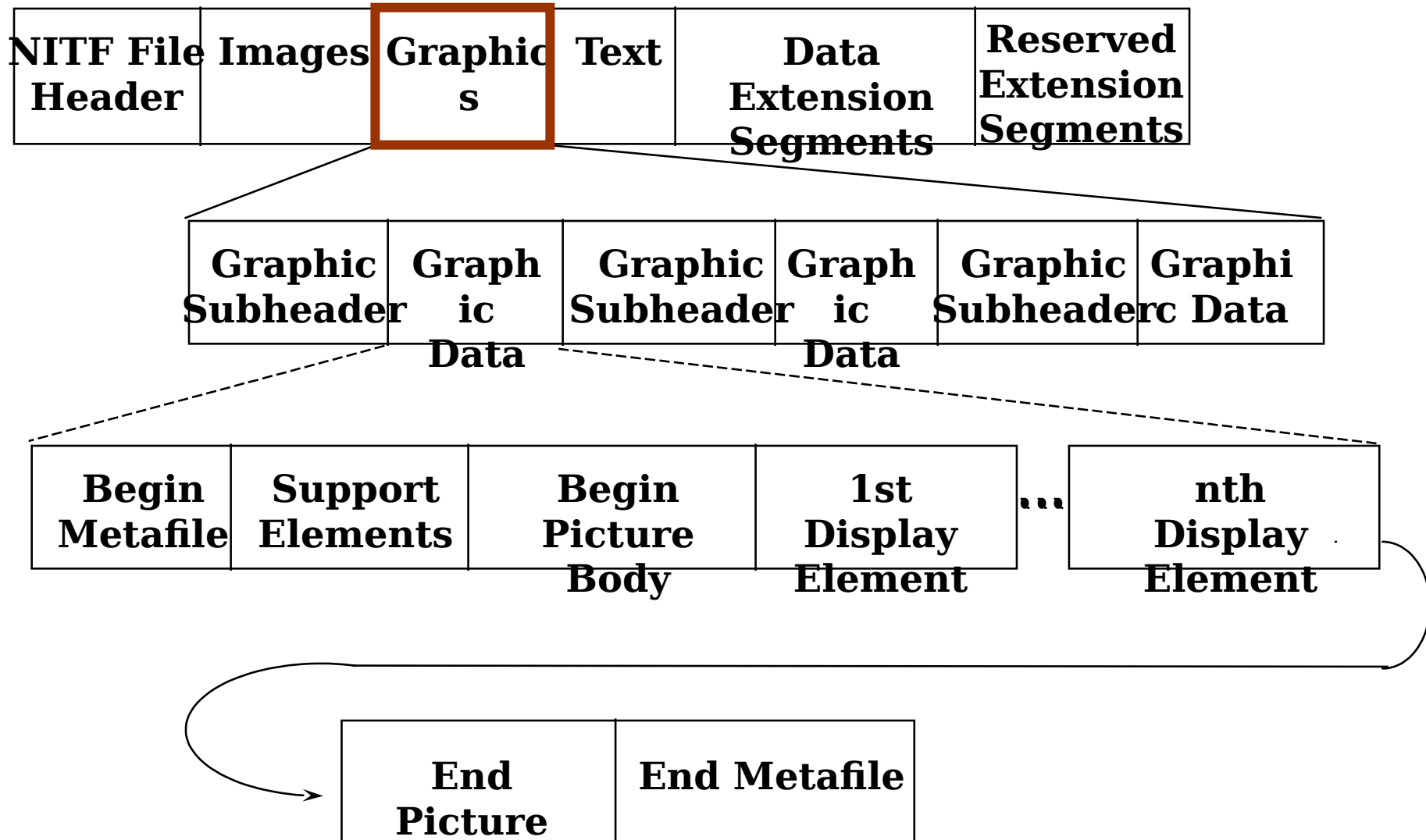
NITF GRAPHIC SEGMENT FILE STRUCTURE



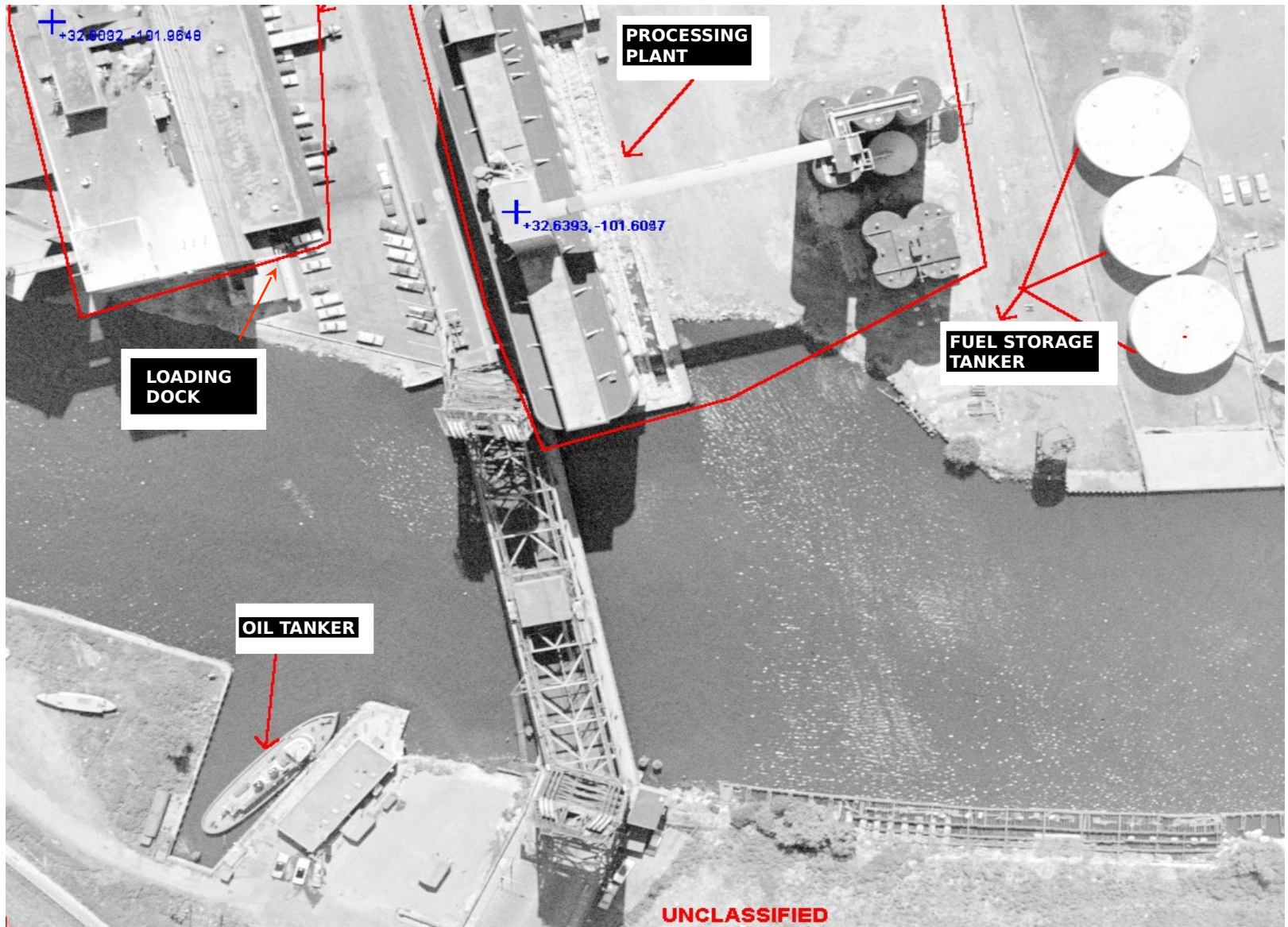
SAMPLE NITF GRAPHIC FILE



CGM NITF FILE STRUCTURE



SAMPLE CGM FILE



BEGIN METAFILE
METAFILE VERSION
METAFILE ELEMENT LIST
METAFILE DESCRIPTION
[FONT LIST]
BEGIN PICTURE
COLOR SELECTION MODE
[EDGE WIDTH SPECIFICATION MODE]
[LINE WIDTH SPECIFICATION MODE]
VDC EXTENT

BEGIN PICTURE BODY
[TRANSPARANCY
[AUXILLARY COLOR]
[TEXT COLOR]
[CHARACTER HEIGHT]
[TEXT FONT INDEX]
[CHARACTER ORIENTATION]
[TEXT]
[FILL COLOR]
[INTERIOR STYLE]
[EDGE VISIBILITY]
[EDGE WIDTH]
[EDGE TYPE]
[EDGE COLOR]
[POLYGON]
[POLYGON SET]
[ELLIPSE]
[ELLIPTICAL ARC CLOSE]
[RECTANGLE]

CGM ELEMENT FLOW

[CIRCLE]
[CIRCULAR ARC CENTER CLOSE]
[LINE WIDTH]
[LINE TYPE]
[LINE COLOR]
[POLYLINE]
[ELLIPTICAL ARC]
[CIRCULAR ARC CENTER]

END PICTURE

END METAFILE

POLYGON EXAMPLE

CGM ELEMENT	HEX VALUES
BEGIN METAFILE ("POLYGON")	0x0028 0x0750 0x4F4C 0x5947 0x4F4E
METAFILE VERSION (1)	0x1022 0x0000
METAFILE ELEMENT LIST	0x1166 0x0001 0xFFFF 0x0001
METAFILE DESCRIPTION ("POLYGON")	0x1048 0x0750 0x4F4C 0x5497 0x4F4E
BEGINING PICTURE ("POLYGON")	0x0068 0x0750 0x4F4C 0x5947 0x4F4E
COLOR SELECTION MODES (DIRECT = 1)	0x2042 0x0001

POLYGON EXAMPLE (CONT'D)

CGM ELEMENT	HEX VALUES
VDC EXTENT	0x20C8 0x0000 0x7FFF 0x7FFF 0x0000
BEGIN PICTURE BODY	0x0080
FILL COLOR (255,255,255)	0x52E3 0xFFFF 0xFF00
INTERIOR STYLE (SOLID = 1)	0x52C2 0x0001
POLYGON (4,5,6,7,8,9)	0x40FF 0x000C 0x0004 0x0005 0x0006 0x0007 0x0008 0x0009
END PICTURE	0x00A0
END METAFILE	0x0040

TEXT EXAMPLE

TEXT ELEMENT	HEX VALUES
BEGIN METAFILE ("TEXT")	0x0025 0x0454 0x4558 0x5400
METAFILE VERSION (1)	0x1022 0x0001
METAFILE ELEMENT LIST	0x1166 0x0001 0xFFFF 0x0001
METAFILE DESCRIPTION ("TEXT")	0x1045 0x0454 0x4558 0x5400
FONT LIST ("Helvetica," "Courier")	0x11B2 0x0948 0x656C 0x7665 0x7469 0x6361 0x0743 0x6F75 0x7269 0x6572

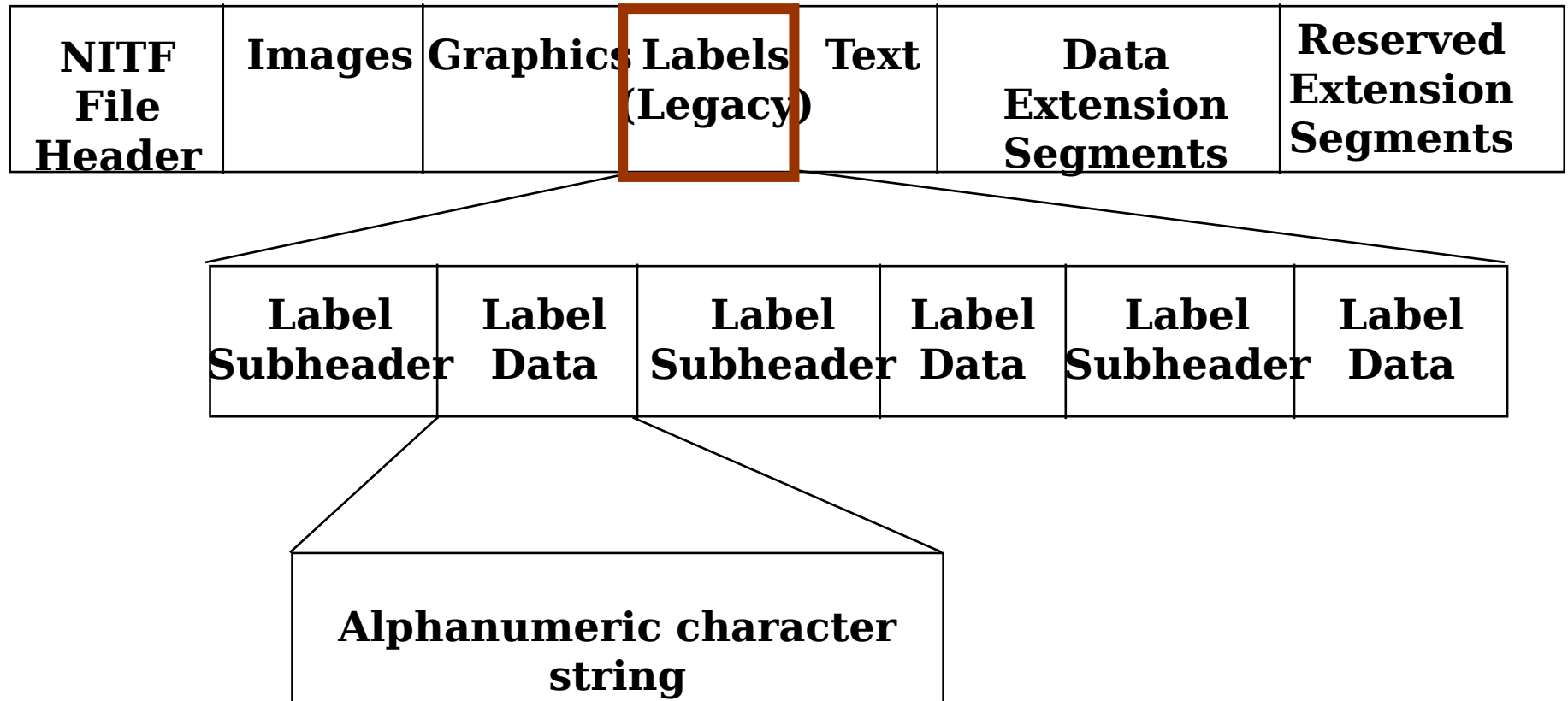
TEXT EXAMPLE (CONT'D)

TEXT ELEMENT	HEX VALUES
BEGIN PICTURE ("TEXT")	0x0065 0x0454 0x4558 0x5400
COLOR SELECTION MODES (DIRECT = 1)	0x2042 0x0001
VTC EXTENT	0x20C8 0x0000 0x7FFF 0x7FFF 0x0000
BEGIN PICTURE BODY	0x0080
TEXT COLOR (25,255,255)	0x51C3 0xFFFF 0xFF00
CHARACTER HEIGHT (14)	0x51E2 0x000E
TEXT FONT INDEX (2 =Courier)	0x5142 0x0002

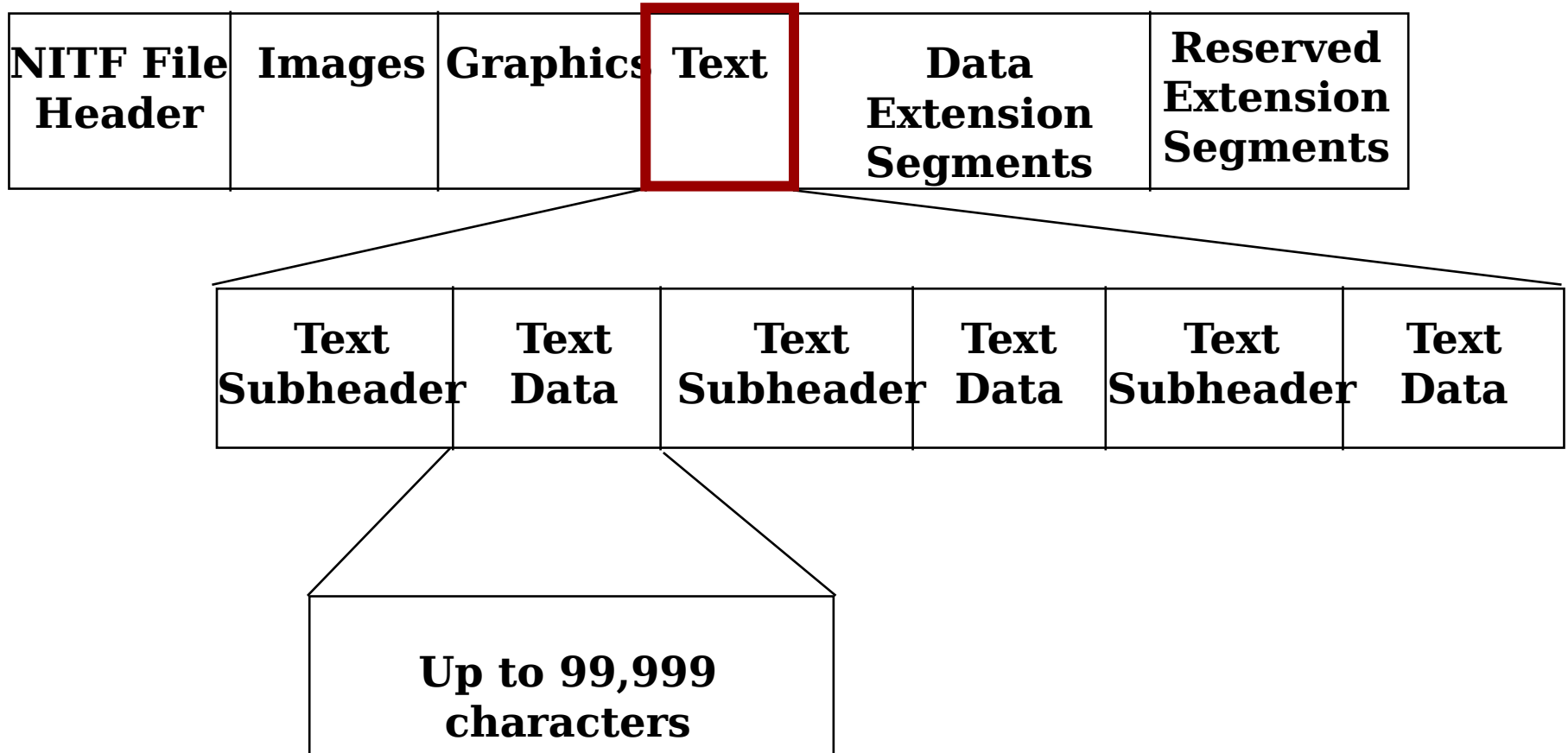
TEXT EXAMPLE (CONT'D)

TEXT ELEMENT	HEX VALUES
CHARACTER ORIENTATION	0x5208 0x0000 0xFFFF 0x0001 0x0000
TEXT (10,20,1,4, "test")	0x408B 0x000A 0x0014 0x0001 0x0474 0x6573 0x7400
END PICTURE	0x00A0
END METAFILE	0x0040

NITF LABEL SEGMENT FILE STRUCTURE (Legacy)



NITF TEXT SEGMENT FILE STRUCTURE



SUPPORTED TEXT TYPES

Text Formats:

- **STA** - The NITF STA format is composed of :
line feed (0x0A), form feed (0x0C), carriage return(0x0D), and space (0x20) through tilde (0x7E) (Basic Latin Character Set)
- **MTF** - The NITF MTF format is composed of:
line feed (0x0A), form feed (0x0C), and space (0x20) through tilde (0x7E). Line ending is identified by either 69 char count or double solidus \\ (0x2F)
- **UT1** and **U8S** (Single octet encoded and UTF-8 encoded)
 - The NITF UT1 and U8S formats are composed of:
line feed (0x0A), form feed (0x0C), carriage return (0x0D), space (0x20) through tilde (0x7E), and no break space (0xA0) through “v” w/diaeresis (0xFF)

EXTENSIONS

- **Types**
 - **Tagged Record Extension (TRE)**
 - **Controlled Extension (CE)**
 - **Registered Extension (RE)**
 - **Data Extension Segment (DES)**
 - **Reserved Extension Segment (RES)**
- **Structure and Placement**
- **TRE Overflow**
- **Configuration Management**
- **Prominent Groups of Extensions**

TRE STRUCTURE

FIELD	NAME	SIZE	VALUE RANGE	TYPE
RETAG or CETAG	Unique extension type identifier	6	Alphanumeric (Value registered with the NTB)	R
REL or CEL	Length of REDATA field	5	1 - 99988	R
REDATA or CEDATA	User-defined data	*	User-defined	R

* As indicated in REL or CEL

TRE PLACEMENT

TRE may be placed in:

- File Header (2 x 99,999 bytes available)
 - UDHD (User Defined Header Data)
 - XHD (Extended Header Data)
- Image Subheader (2 x 99,999 bytes available)
 - UDID (User Defined Image Data)
 - IXSHD (Image Extended Subheader Data)
- Symbol/Graphic subheader (1 x 99,999 bytes available)
 - SXSHD (Symbol Extended Subheader Data)

CE & RE TAG EXTENSION DATA

MAIN HEADER	IMAGE SUBHEADER	OF 000	TAG TAG#1.....TAG nth	IMAGE DATA
----------------	--------------------	-----------	-----------------------------	------------

FIELD NAME	FIELD VALUE	BYTE
LENGTH		
UDIDL	00000	5
IXSHDL	00167	5
IXSOFL	000	3
CETAG	PIATGA	6
CEL	00096	5
CEDATA	TAG INFO	96
CETAG	PIAEVA	6
CEL	00046	5

CEDATA

TAG INFO
*n for this case is two
(2 tags)

46

DES/RES STRUCTURE

FIELD	NAME	SIZE	VALUE RANGE	TYPE
DE	File Part Type	2	DE	R
DESTAG	Unique DES type identifier	25	Alphanumeric	R
DESVR	Version of the data field definition	2	1 to 99	R
DESSG	Security group	†	(See Table XVIII)	R
DESOFLOW	Overflowed header type	6	Alphanumeric	C
DESITEM	Data item overflowed	3	0 to 999	C
DESSHL	Length of user-defined subheader fields	4	0-9999	R
DESSHF	User-defined subheader fields	*	Alphanumeric	C
DESDATA	User-defined data field	**	User defined	R

RES structure uses the same field structure (i.e., RE, RESTAG, RESVR, RESSG, RESOFLOW, RESITEM, RESSHL, RESSHF, and RESDATA).

DES & RES EXTENSION

SEGMENTS

- **DES (NITF V2.0)**
 - Controlled Extensions (Overflow CEs)
 - Registered Extensions (Overflow REs)
- **DES (NITF V2.1)**
 - TRE_OVERFLOW
 - CSATTA
 - CSSHPA
 - GMTI

(Defined, but not currently being used.)

 - Other DES specifications are forthcoming
- **RES (Future)**

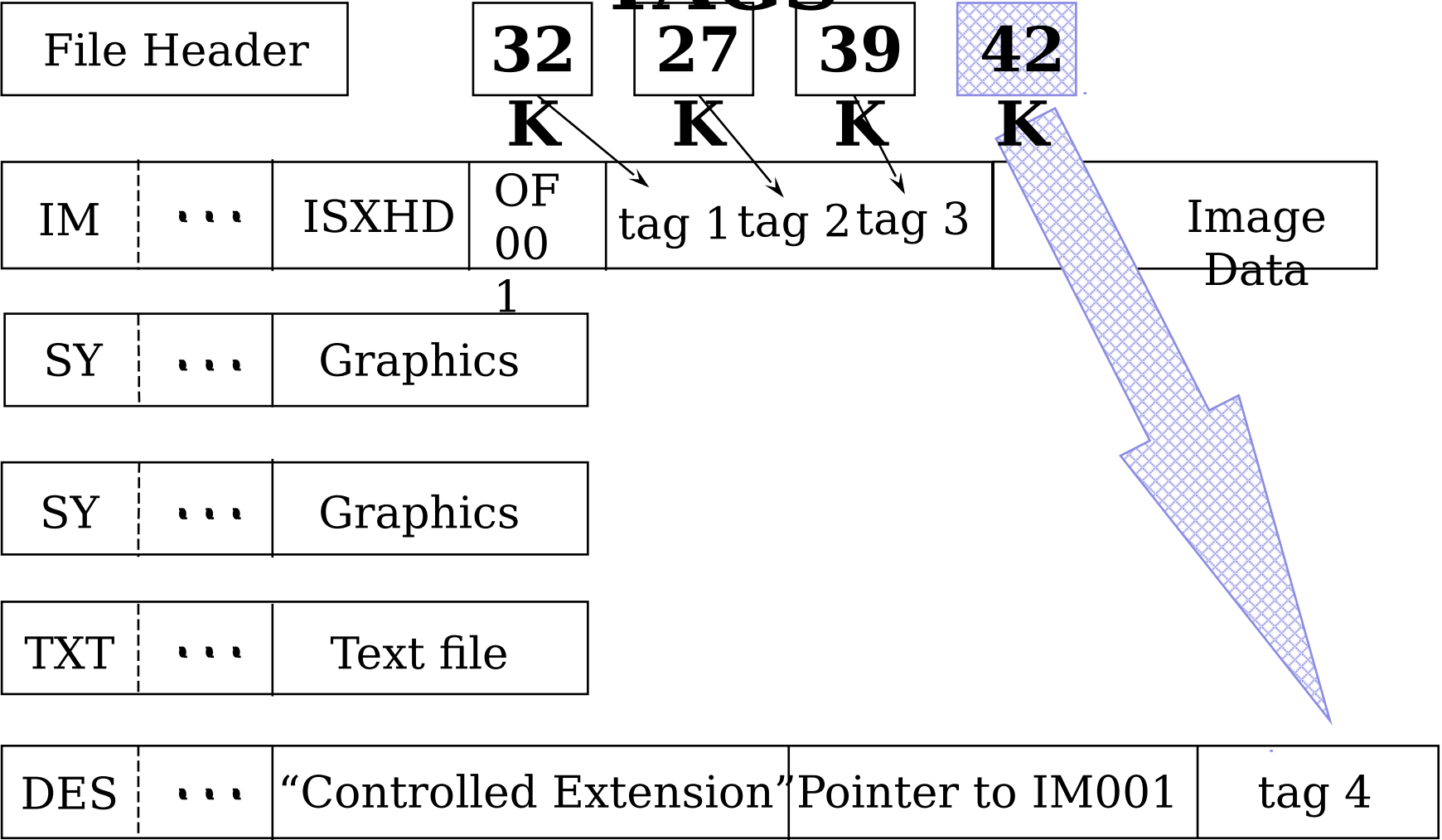
TRE_OVERFLOW DES STRUCTURE

Exempl
e

<u>FIELD</u>	<u>VALUE</u>	<u>SIZE</u>
DE	DE	2
DESID	TRE_OVERFLOW	25
DESVER	01	2
DECLAS	T, S, C, R, or U	1
SECURITY FIELDS		166
DESOFLW	UDHD, UDID, XHD, IXSHD, SXSHD, TXSHD	6
DESIEM	000 to 999	3
DESSHL	0000	4
DESDATA	User-defined TREs with no intervening octets	□

CE OR RE WITH DES OVERFLOW

TAGS

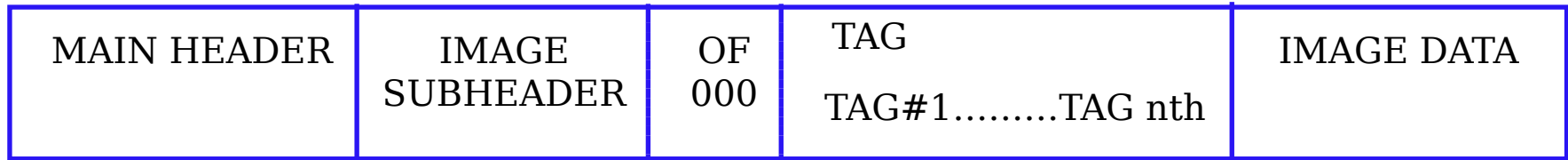


OVERFLOW

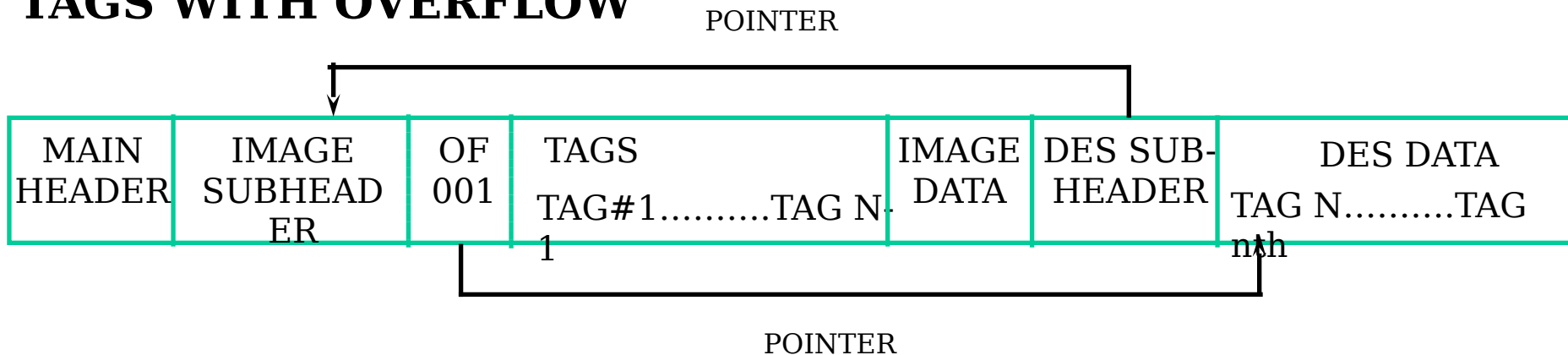
NO TAGS



TAGS NO OVERFLOW



TAGS WITH OVERFLOW



CONTROLLED TAG GENERAL STRUCTURE

W/OVERFLOW

FIELD NAME	FIELD VALUE	BYTES
FHDR	NITF02.00	9
CLEVEL	06	2
ETC.	ETC.	ETC.
FL	0000805075764	12
HL	000417	6
L1001	0084934656	10
NUMS	000	3
NUML	000	3
NUMT	000	3
NUM DES	001	3
LDSH001	0249	4
LD001	000042000	9
NUM RES	000	3
UDHDL	00000	5
XHDL	00000	5
IM	IM	2
ETC.	ETC.	ETC.
IMAG	1.0	4
UDIDL	00000	5
IXSHDL	98003	5
IXSOFL	001	3
IXSHD	98000	TAG DATA
IMAGE DATA		
DE	DE	2
DES TAG	CONTROLLED EXTENSIONS	
ETC.	ETC.	ETC.
DES FLOW	IXSHD	6
DES ITEM	001	3
DES SHL	0000	4

**MAIN
NITF
HEADER**

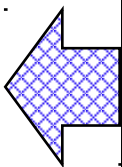
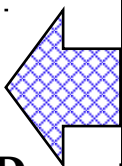
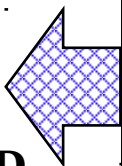


**IMAGE
SUBHEAD
ER**



**DES
SUBHEAD
ER**



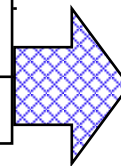
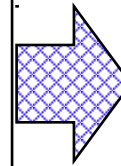
***Capacity of
IXSHD is 99,999
BYTES. The first
three tags fit into
the IXSHD while
TAG 4 is overflow
in the Data
Extension Seg.**

**TAG 1 =
32,000
BYTES**

**TAG 2 =
27,000
BYTES**

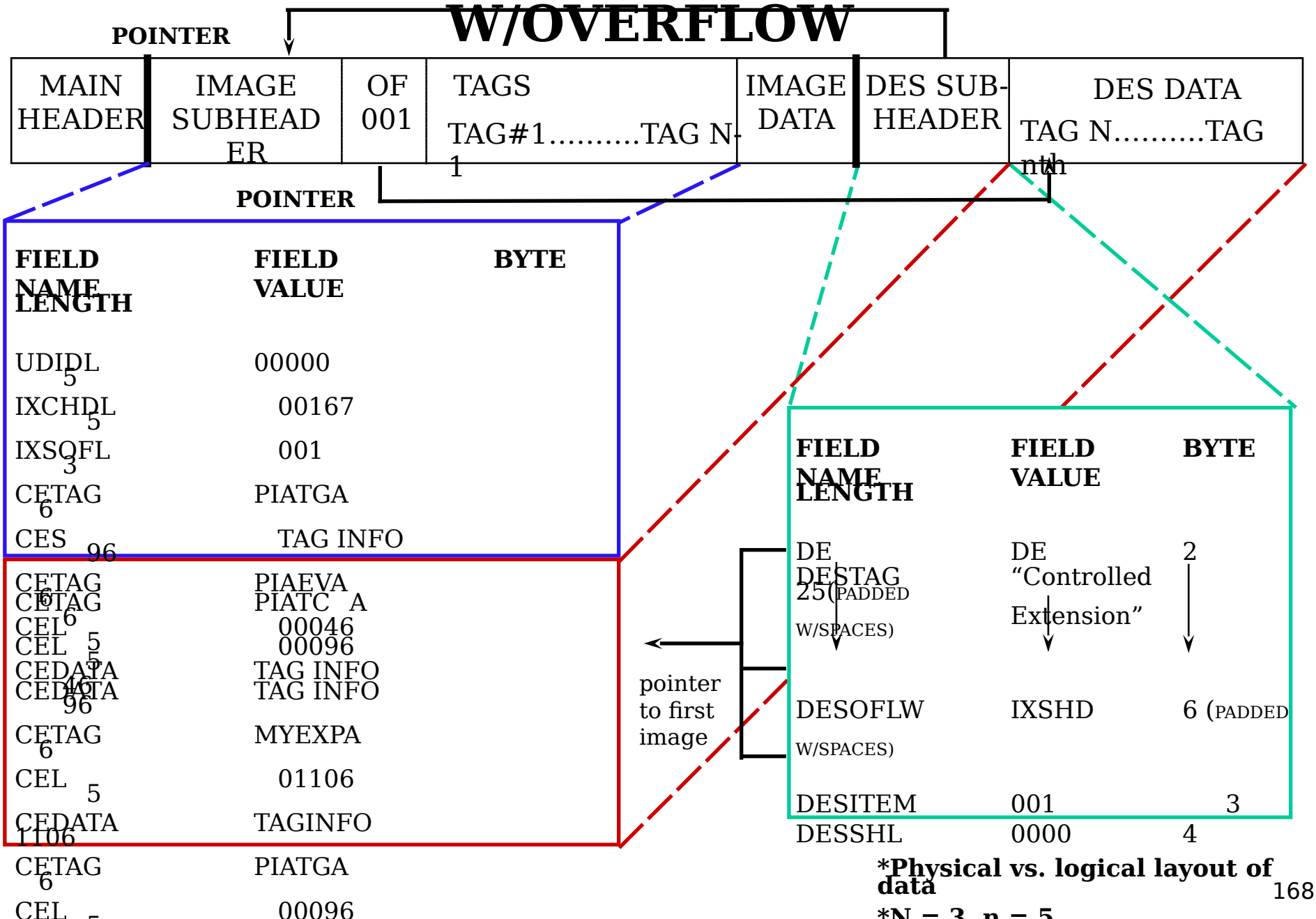
**TAG 3 =
39,000
BYTES**

**TAG 4 =
42,000
BYTES**



DATA EXTENSIONS SEG 42000

GENERAL STRUCTURE OF TAG DATA

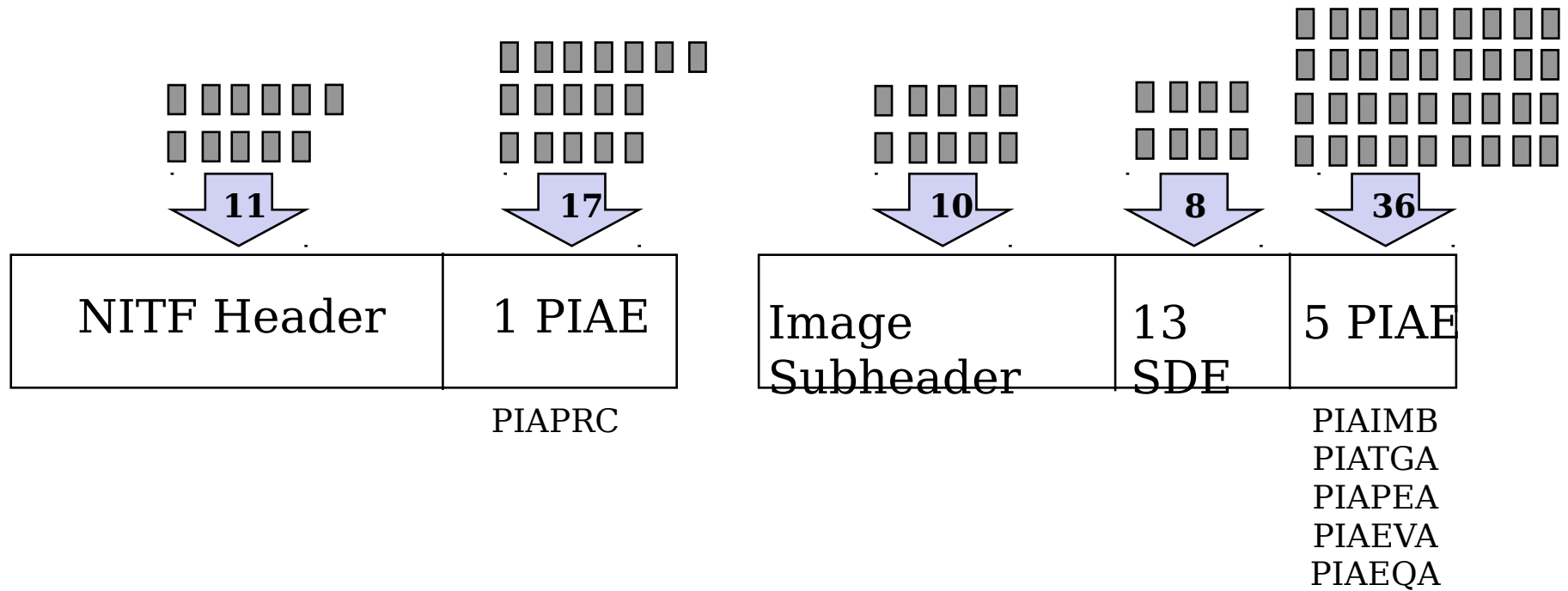


CONFIGURATION MANAGEMENT

- All Controlled Extensions (CEs) are managed by the NTB, to include: name, content, version numbers, and dates. Specifications are available to users.
- Registered Extensions (REs) are managed by name only. Developers must provide to the NTB a rationale for using a Registered Tag instead of a Control Tag. Name value registrations expire in two years.
- DES/RES, also managed by the NTB, used for more stand alone type data and/or for overflow data areas.

PIAEs

Mapping of Archiving Elements of NITF



NITFS TAGGED RECORD EXTENSIONS (TREs)

- **RPF** - NGA Raster Product Format Files (CIB/CADRG)
 - RPFDES, RPFHDR, RPFIMG
- **DPPDB** - Digital Point Positioning Data
 - IMASDA, IMRFCA, IMCBDA, MASDIR, MSDIRA, OIMCBD, OIMRFC, OIMSD, PPRSDA, PPSD, PRADAA, PRADRA, PROADA, PSD, PROADR, PSUPDA, PTPRAA, RFGRDR, RGRDRA, SEGSPA, SIMCBD, SIMSD, SIMRFC, SSIDD, SISDDA, SSDPDA
- **PIAE** - Profile for Imagery Archives Extensions
 - PIAEVA, PIAEQA, PIAIMB, PIAIMC, PIAPEA, PIAPER, PIAPRC, PIAPRD, PIATCA, PIATCB

NITFS TREs (CONT'D)

- **Geospatial** - TREs to support a common geospatial format (DIGEST)
 - ACCHZ, ACCPO, ACCVT, GEOPS, GEOLO, GRDPS, MAPLO, REGPT, SNSPS, SOURC
- **Airborne TREs** - Tagged Record Extensions for VIS, IR, and SAR Airborne systems
 - ACFT, AIMID, BANDS, BLOCK, ENGRD, EXOPT, EXPLT, HISTO, MENSr, MITOC, MPDRS, MSTGT, MTIRP, PATCH, RPC00, SECTG, SENSR, STREO
- **Commercial TREs** - Tagged Record Extensions for Commercial Products
 - CSCCGA, CSCRNA, CSDIDA, CSEPHA, CSEXRA, CSPROA, CSSFAA, GEOLO, GEOPS, HISTO, ICHIPB, J2KLRA, MAPLO, PIAIM, PRJPS, RPC00, STDID, STREO, USE00

NITFS TAGGED RECORD EXTENSIONS (CONT'D)

- Complex Imagery
 - CMETAA
- Pre and Post Processing - 12-bit JPEG
 - IOMAPA
- ECC
 - NHECCA, NIECCA
- MISCELLANEOUS
 - HISTOA, ICHIPA, ICHIPB, THEDSA

PRODUCTS

- Geospatial
 - DPPDB
 - CIB/CADRG
 - SRTM
 - Gridded Data Set
- Airborne
- Commercial
- Complex
(CMETAA)
- Chipping

DPPDB

Digital Point Positioning Data Base

- Consists of a number of stereo Image Models that range between 50 and 60 NM on a side
- Each stereo Image Model is divided into 5-10 segment models
- Each segment model consists of a left and right segment image
- File structure and content of each DPPDB tape conforms to NITF V2.0 using DPPDB Tagged Record Extensions
- Overview image (reduced resolution)

CIB

Controlled Image Base

- Dataset of orthophotos made from rectified grayscale aerial images
- CIB supports:
 - weapons
 - C³I Theater Battle Management
 - Mission Planning
 - Digital Moving Map Systems
 - Terrain analysis and Intelligence Systems
- CIB files are formatted within a NITF file

SAMPLE CIB

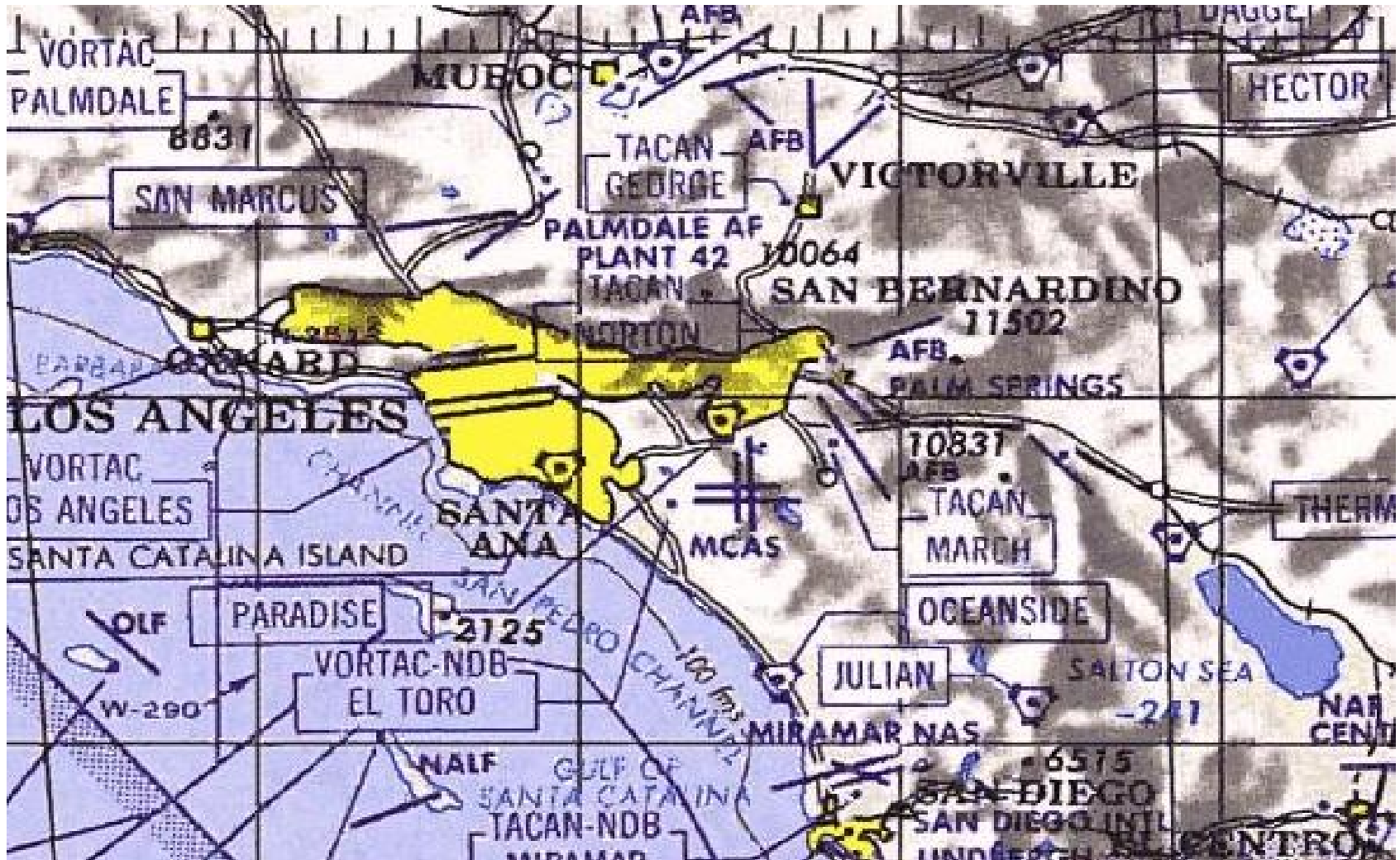


CADRG

Compressed ARC Digitized Raster Graphic

- Computer-readable Digital Maps and Charts
- CADRG supports:
 - weapons
 - C3I Theater Battle Management
 - Mission Planning
 - Digital Moving Map Systems
- CADRG is derived directly from ADRG
- CADRG files are formatted within an NITF file

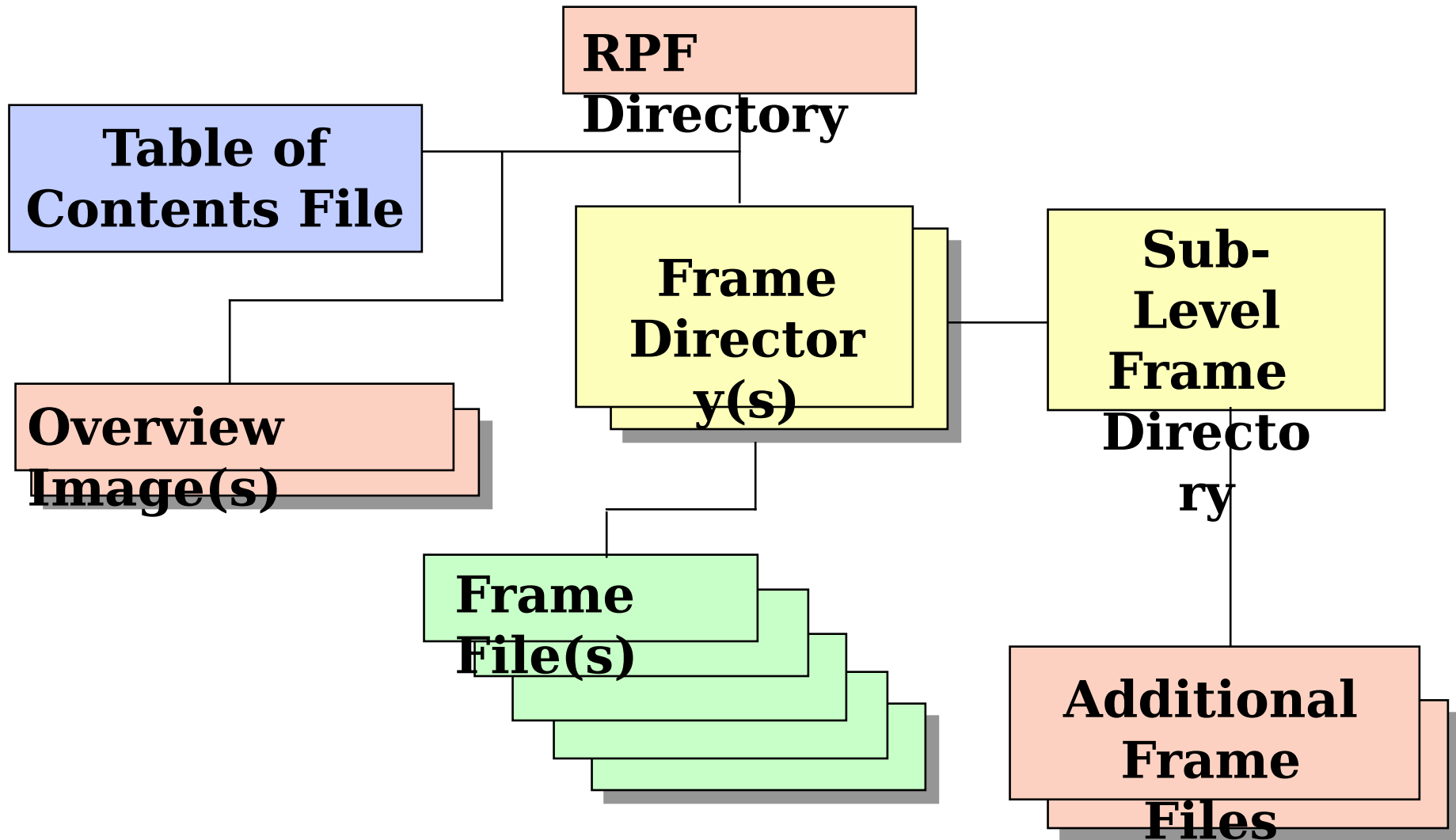
SAMPLE CADRG



RPF FILE STRUCTURE AND COMPONENTS

- Multi-file Structure
- TOC and Frame File Contents
- RPF and NITF
- Virtual Matrix

RPF MULTIFILE STRUCTURE



VIRTUAL MATRIX

- Both functions are accomplished via a virtual matrix of Frame Files

3, 0			
2, 0			
1, 0		Missing Data1,	
0, 0	0, 1	2 0, 2	0, 3

VIRTUAL MATRIX EXAMPLE



SRTM PRODUCTS

- Digital Terrain Elevation Data
 - DTED Level 2 format
- Terrain Height Error Data (THED)
 - NITF V2.1 format with GeoSDEs
- Orthorectified Image Mosaic
 - Ascending
 - Descending
 - NITF V2.1 format with GeoSDEs
- Seam-Hole Composite Map
 - Color-coded Raster showing:
 - Seams of the mosaic
 - Holes showing void data areas
 - NITF V2.1 format with transparent pixel mask

GRIDDED DATA SETS

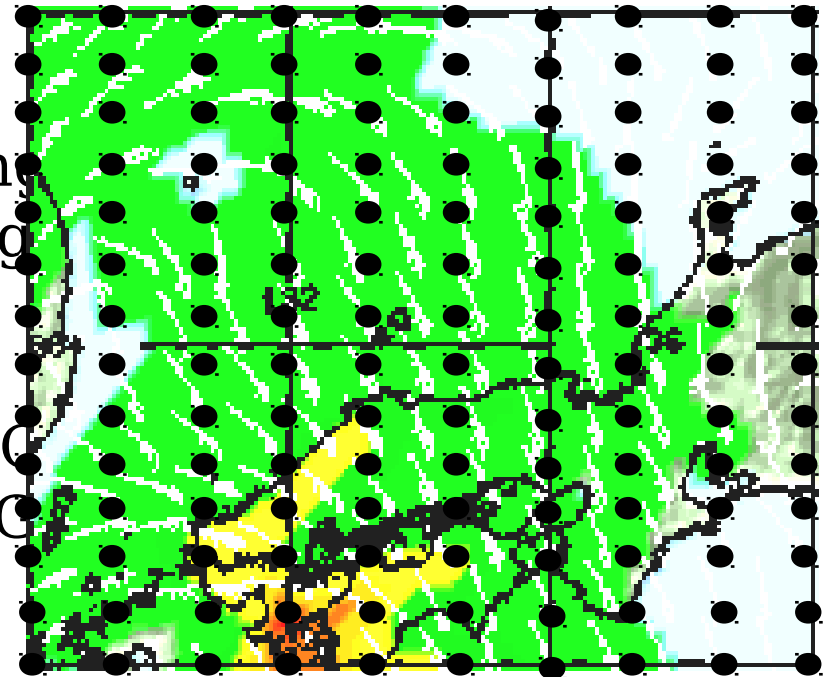
- Types
 - Location Grids
 - Digital Terrain Elevation Models
 - Multiple Layer Data Cubes
 - Climatology-Layered Information
 - Climatology-Time-based Models
- Structure and Placement
 - Uniform-Single Image Segment with multiple bands
 - Not uniform-multiple image segments
- Prominent Groups of Extensions

WHAT IS A GRIDDED DATA SET

- Typically
 - multi-dimensional
 - multi-variable
 - well ordered
- Often
 - "reference" data sets
 - output of models
 - gigabytes
 - may be managed as multiple files

LOCATION GRIDS

- Two Bands
 - Band X: Longitude or Easting
 - Band Y: Latitude or Northing
- Single Image Segment
 - IREP = LOCG
 - Band X ISUBCAT: CGX or GC
 - Band Y ISUBCAT: CGY or GC
- Regularly spaced intervals
- Grid Description
 - Origin and Ground Spacing described using the DIGEST GeoSDE GRDPS.
 - Data Density is described for rows and columns.
 - Origin for the location grid is also described.



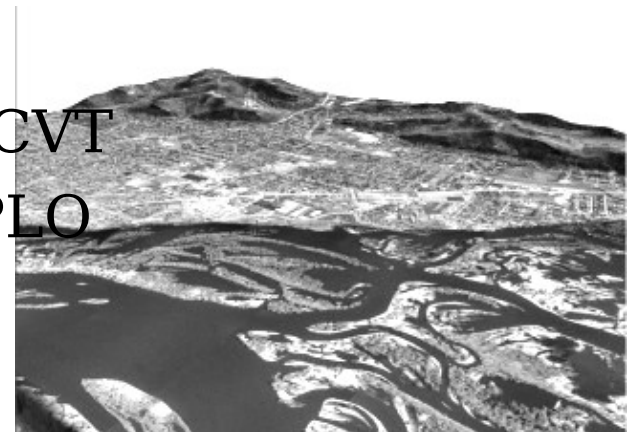
DIGITAL TERRAIN ELEVATION MODELS

- Single Band
 - Band X: Elevation values
- Regularly spaced horizontal intervals
- Single Image Segment
 - IREP = NODISPLY
 - ICAT = DTEM
 - Band X ISUBCAT: denotes unit of measure
- Associated SDEs
 - Accuracy: ACCPO; ACCHZ; ACCVT
 - Location: GEOPS; GEOLO/MAPLO
 - Source: SOURC; SNSPS
- Examples:
 - DTED, DEM

• Output
Products:

- Contour
Maps
- Image
Drape

**Sample Image
Drape**



MULTI-VARIABLE MATRICES

- Matrix Description: 3 indexes I, J and K.
- Example: Climatology Data Cube [15-20 Layers]
- Assumption: regularly spaced in all directions [I, J and K]

- Single Image segment

- IREP = NODISPLY

- ICAT = MATR

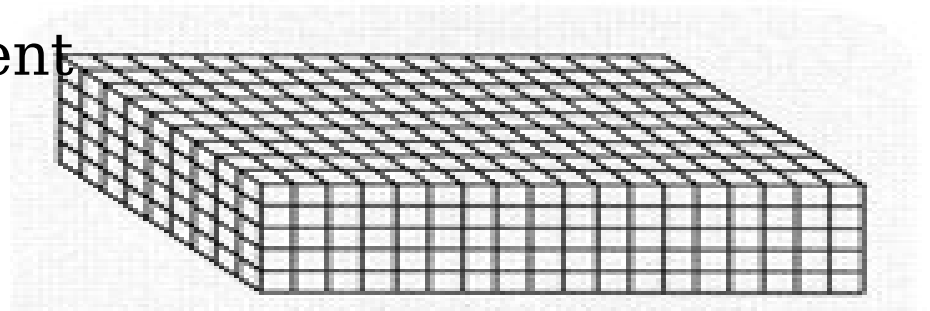
- ISUBCAT = ?

- Associated SDEs:

- Accuracy: ACCPO; ACCHZ; ACCVT

- Location: GEOPS; GEOLO/MAPLO

- Source: SOURC; SNSPS



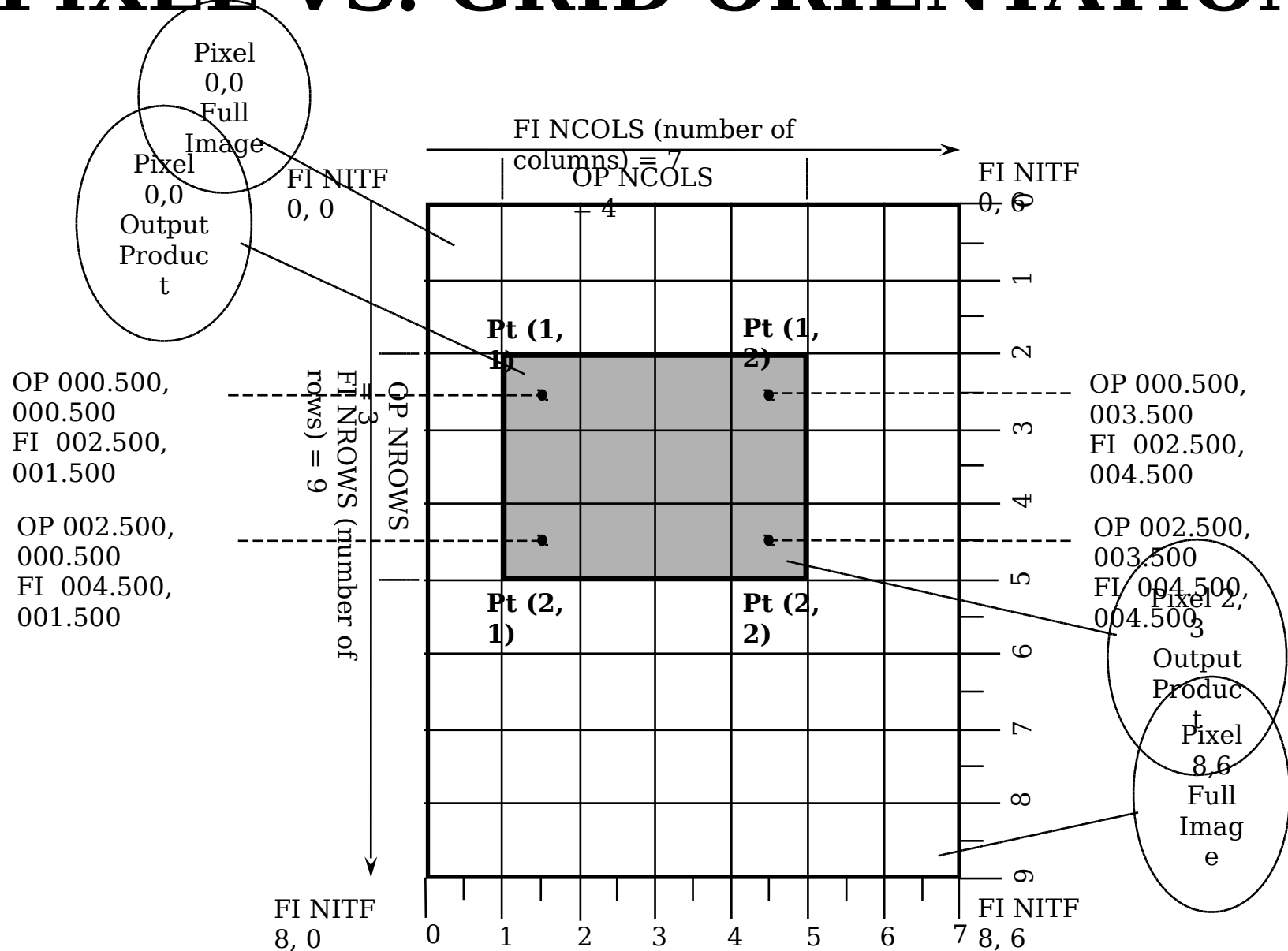
COMMERCIAL PRODUCTS

- Space Imaging
 - Output products available in:
 - NITF V2.0
- Digital Globe
 - Output products available in:
 - NITF V2.0
 - NITF V2.1

CHIPPED OUTPUT PRODUCTS

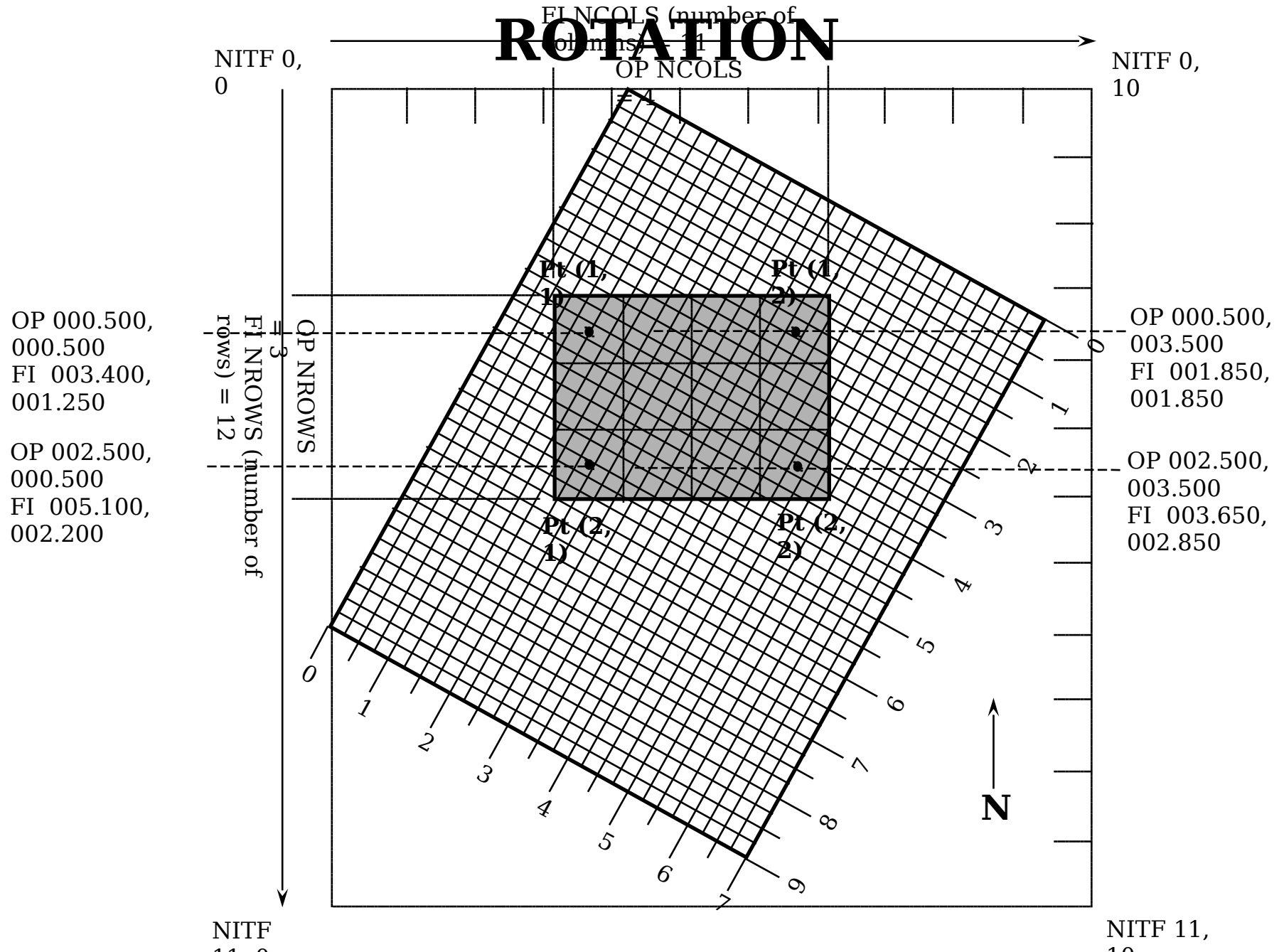
- Chip = Image “Sub-Product”
- Support Data Extension (SDE)
“Coverage”
- FAF Boundaries
- Chipping on Tagged Record
Extensions (TRE)
 - ICHIPB
 - I2MAPD
- Examples

PIXEL VS. GRID ORIENTATION

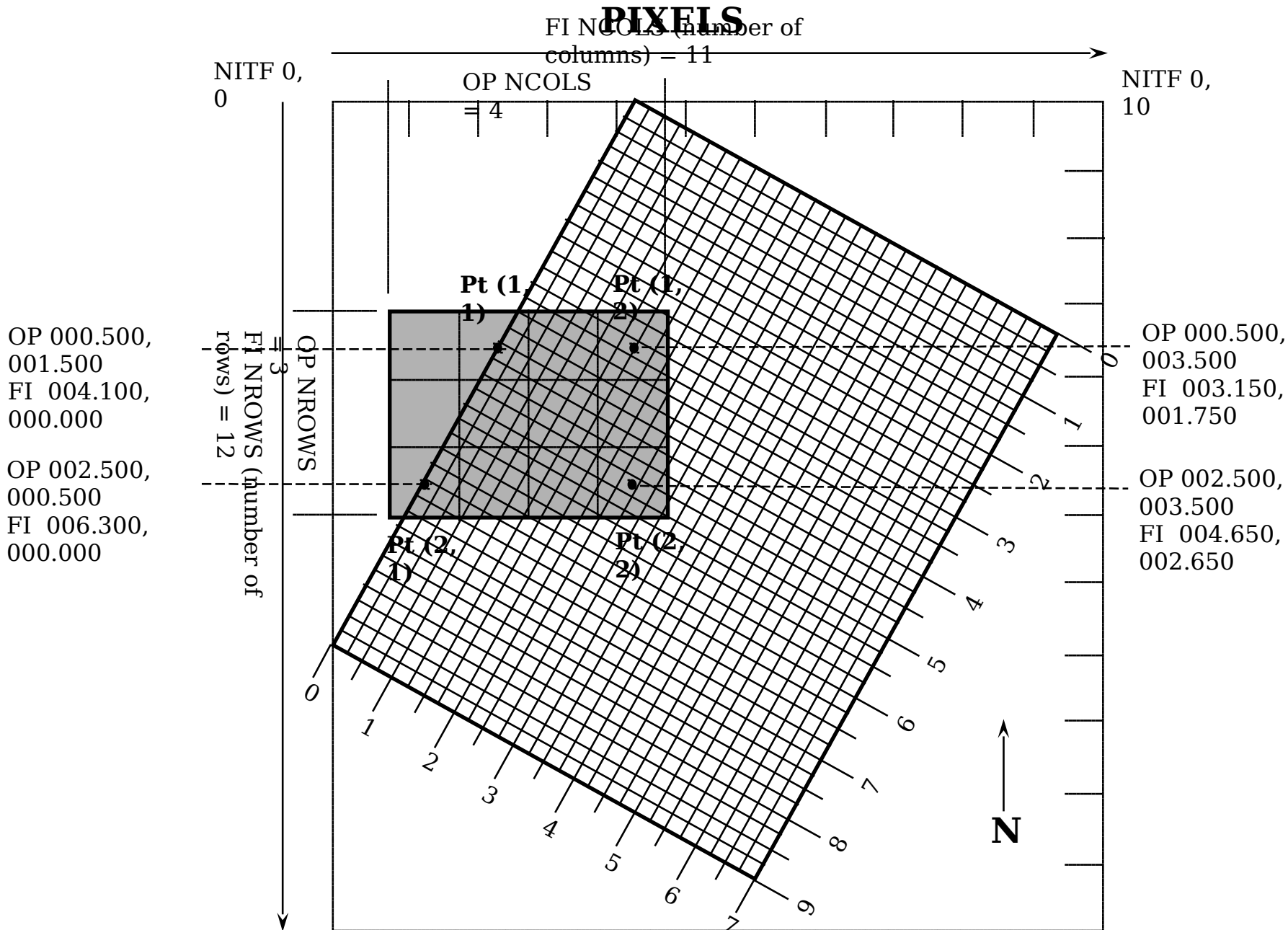


PIXEL VS. GRID ORIENTATION -

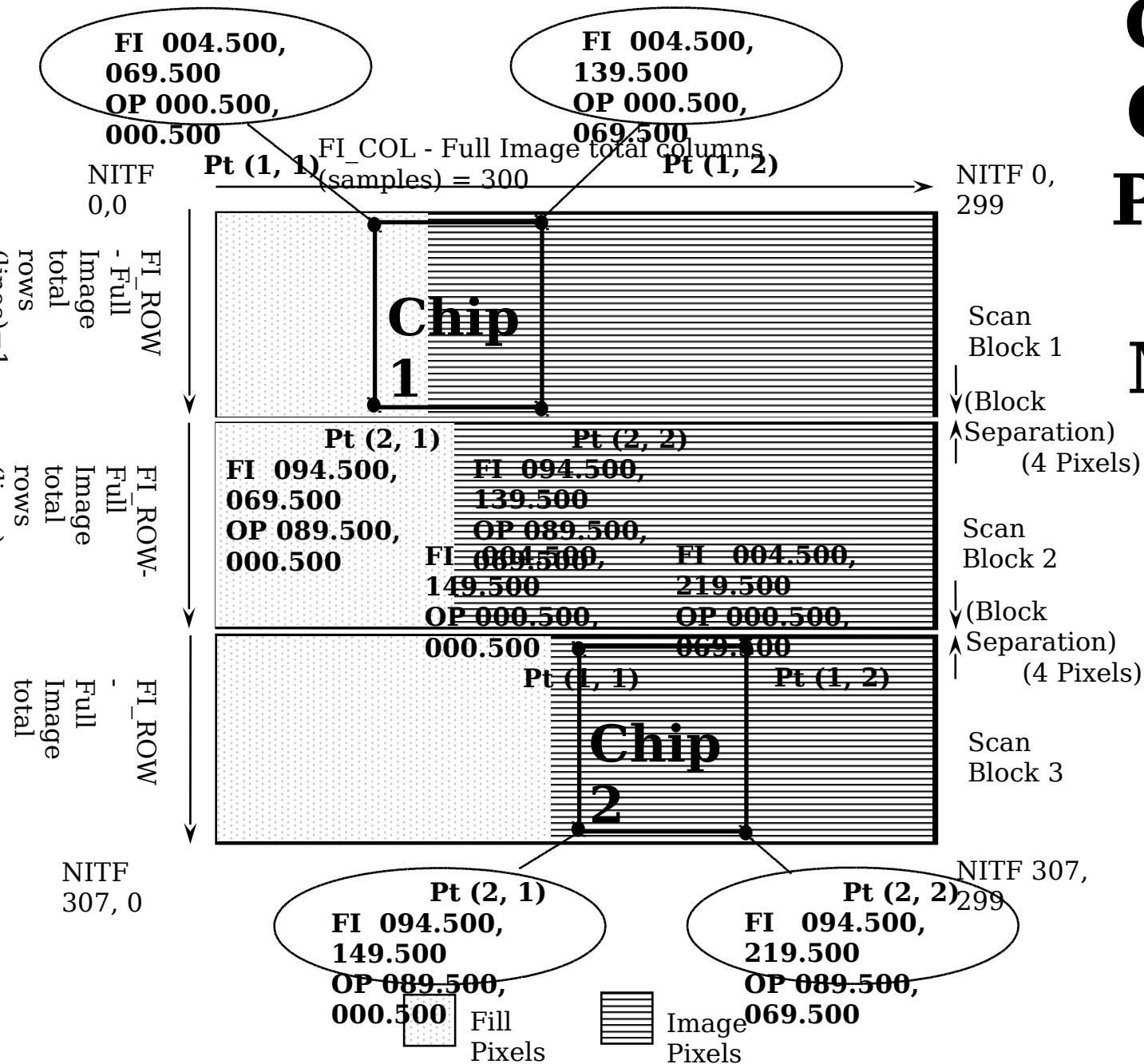
ROTATION



PIXEL VS. GRID ORIENTATION - ROTATION W/ "INSIGNIFICANT"



CHIPPED OUTPUT PRODUCT - MULTIPLE SCAN BLOCKS



WRAP-UP

- **Enhancements in NITF V2.1**
- **Change Summary NITFS V2.0 to NITFS V2.1**
- **Internationalization**
- **The BIIF Relationship**
- **NITF Test Services**

ENHANCEMENTS IN NITF V2.1

NITF V2.1

- * Adds New Features Based On Requirements Coming From Field Use
- * Is the US Documentation of NATO STANAG 4545
- * Represents What Will Eventually Be A Profile of BIIF

MAIN ENHANCEMENTS:

- * Year 2000 Compatible Data Structure
- * Modified Security Fields to Align With Exec Order 12958
- * Rectangular Block Size
- * Alternative Textual Character Sets For International use
- * Increases Flexibility of Product Configuration
- * Expanded CGM
- * Graphic Bounding Rectangles
- * Spectral Data
- * Real Data Types

CHANGE SUMMARY NITFS V2.0

	NITF V2.0	NITF V2.1
C-Levels	01-06 & 99	03, 05-07, 09
STYPE	Unused	BF01
Date & Time	Year, ZULU	Added Y2K (Century)
Security Fields	Old policy	Exec Order 12958
Background Color	Optional	Required
Block Shape/SIZE	Square, 32 x 32	Rectangular, variable
	To 1024 x 1024	To 8192 x 8192
Block/Pixel Masks	Optional	Required
JPEG 12-bit	Optional	Required (Decompression)
JPEG 2000	Not Supported	ISO/IEC Part 1 Supported
VQ	Optional	Required (Decompression)
Geographic Info	Minimal	Robust

INTERNATIONALIZATION OF THE FORMAT

- **International Organization for Standardization (ISO) Effort**
- **International Standard 12087-5, Basic Image Interchange Format (BIIF)**
 - Approved as an IS, February 1998, published 1 December 1998
- **ISO Registration Authority**
 - Profiles of BIIF
 - Profiles of CGM
 - Profiles of JPEG 2000
- **NATO STANAG 4545 NSIF**
 - Ratified, promulgation date of 27 November 1998

THE BIIF RELATIONSHIP

- **BIIF**

Format (ISO/IEC 12087-5)

Graphics (Profile of ISO/IEC 8632)

Bandwidth Compression

JPEG (Profile of ISO/IEC 10918-1)

VQ (ISO/IEC 12087-5 Annex B)

Bi-Level (ITU-T RECMN T.4)

ISO Profile of JPEG 2000

Audio (Can be defined by Profile)

Video (Can be defined by Profile)

- **NITF & NSIF**

Format (NITF: MIL-STD-2500B)

(NSIF: STANAG 4545)

Graphics (MIL-STD-2301)

Bandwidth Compression

JPEG (MIL-STD-198A)

VQ (MIL-STD-199)

Bi-Level (MIL-STD-196)

ISO Profile of JPEG 2000

Audio (undefined)

Video (undefined)

Geospatial SDE (DIGEST)

NITF TEST SERVICES

- Sample NITF V2.1, NITF V2.0, & NITF V1.1 Files
Call (520) 533-5436
DSN 821-5436
- WWW Access
<http://jitc.fhu.disa.mil/nitf/nitf.htm>
- Email: jitcn@disa.mil
- Phone: (520) 533-5436
DSN 821-5436

OTHER KEY URLS

- NITFS Technical Board (NTB)
<http://www.gwg.nga.mil/ntb/>
- TRE Register/Product Register
<http://jitc.fhu.disa.mil/nitf/nitf.htm>